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ISSUE
1

H A S B R O HEROES SOURCEBOOK



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"ROADIES"

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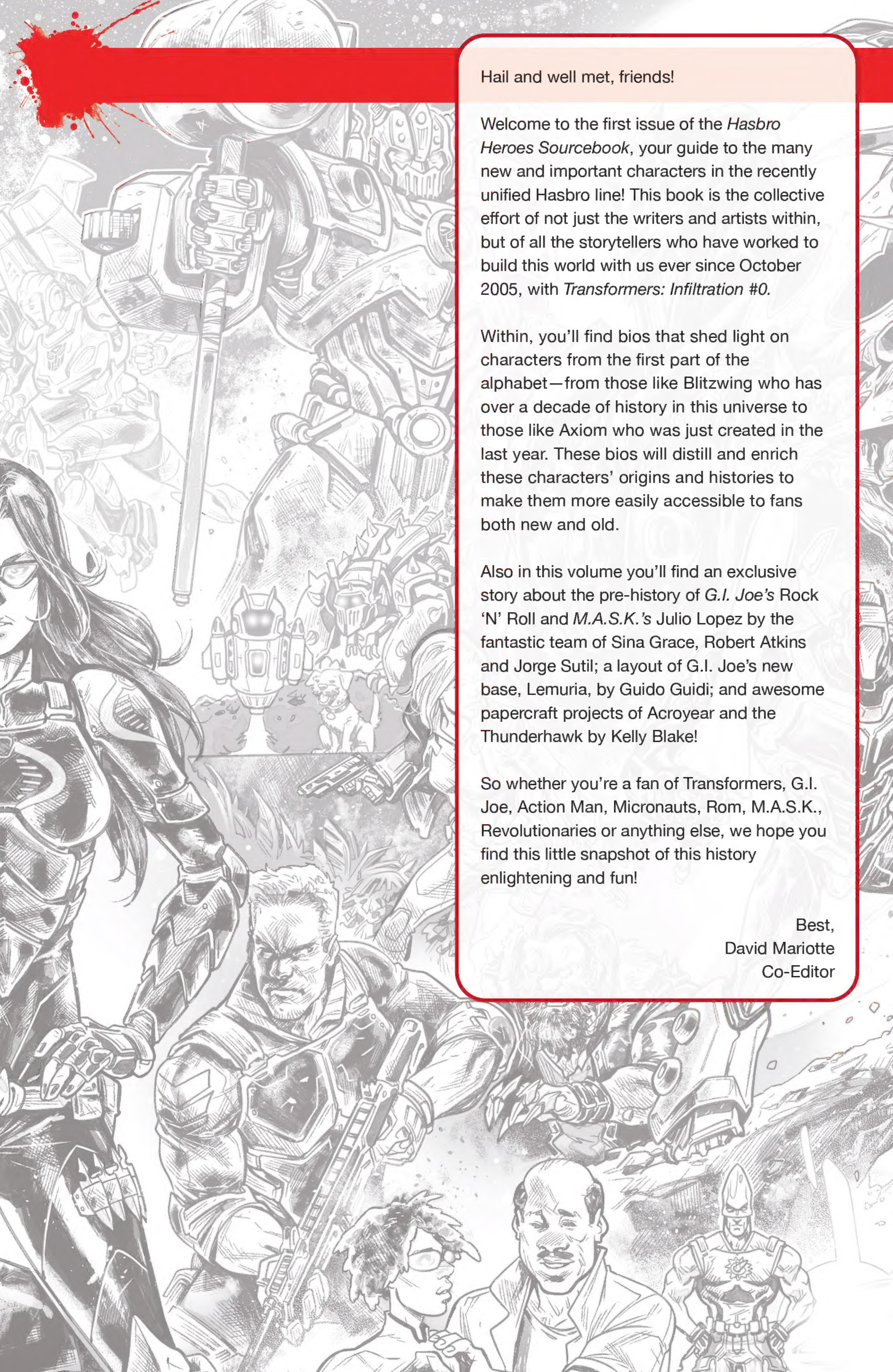
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Hail and well met, friends!

Welcome to the first issue of the *Hasbro Heroes Sourcebook*, your guide to the many new and important characters in the recently unified Hasbro line! This book is the collective effort of not just the writers and artists within, but of all the storytellers who have worked to build this world with us ever since October 2005, with *Transformers: Infiltration* #0.

Within, you'll find bios that shed light on characters from the first part of the alphabet—from those like Blitzwing who has over a decade of history in this universe to those like Axiom who was just created in the last year. These bios will distill and enrich these characters' origins and histories to make them more easily accessible to fans both new and old.

Also in this volume you'll find an exclusive story about the pre-history of G.I. Joe's Rock 'N' Roll and M.A.S.K.'s Julio Lopez by the fantastic team of Sina Grace, Robert Atkins and Jorge Sutil; a layout of G.I. Joe's new base, Lemuria, by Guido Guidi; and awesome papercraft projects of Acroyear and the Thunderhawk by Kelly Blake!

So whether you're a fan of Transformers, G.I. Joe, Action Man, Micronauts, Rom, M.A.S.K., Revolutionaries or anything else, we hope you find this little snapshot of this history enlightening and fun!

Best,
David Mariotte
Co-Editor

"ROADIES"

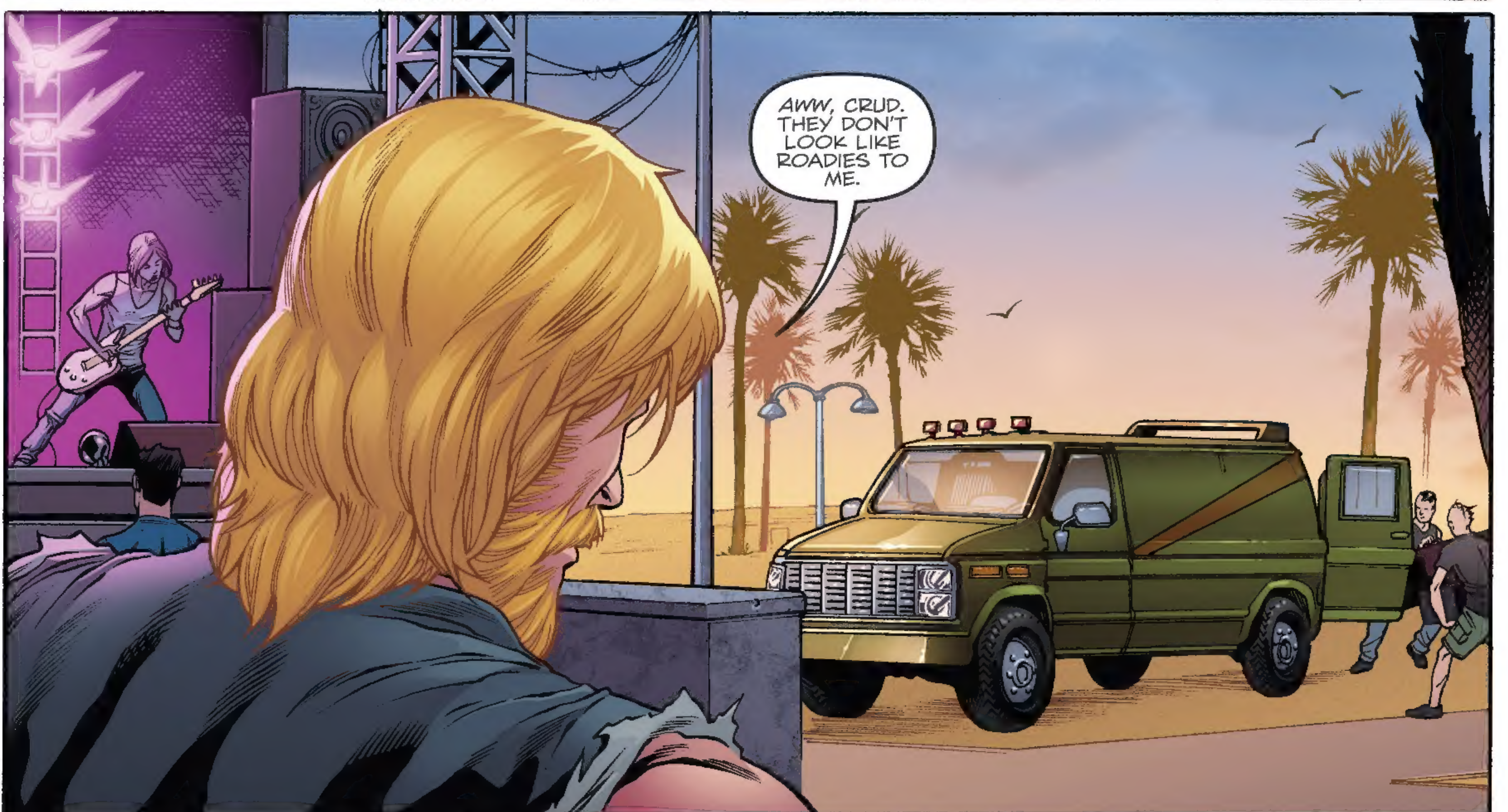
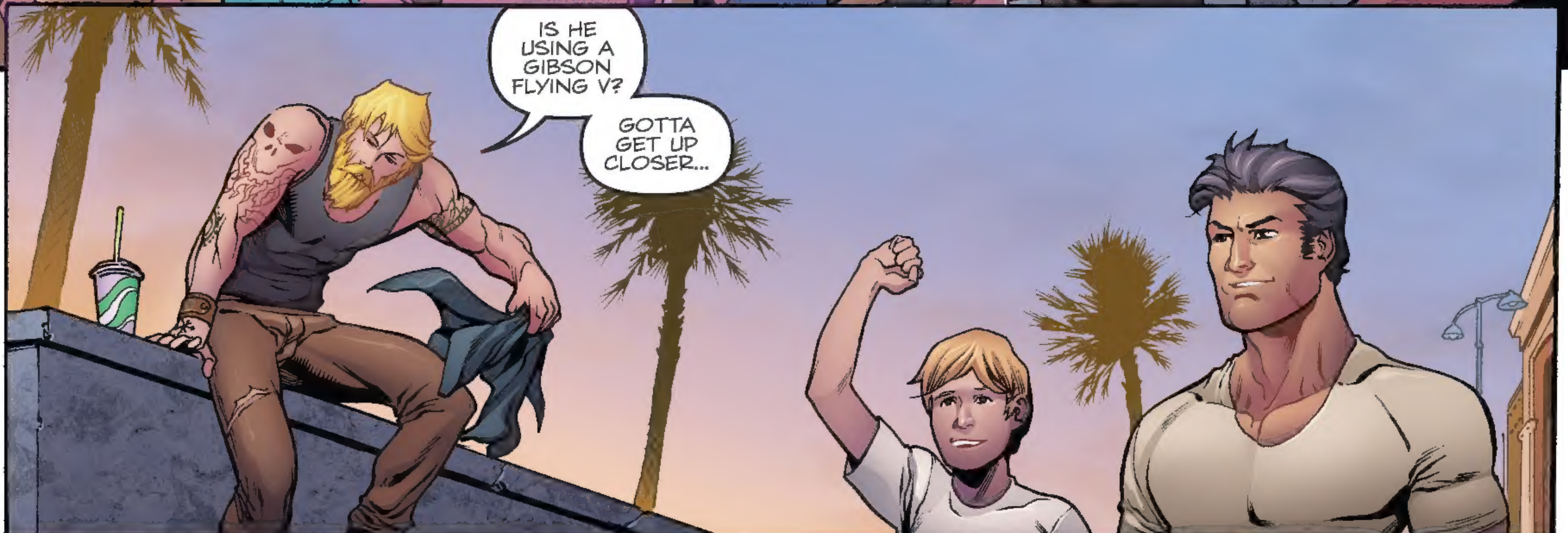
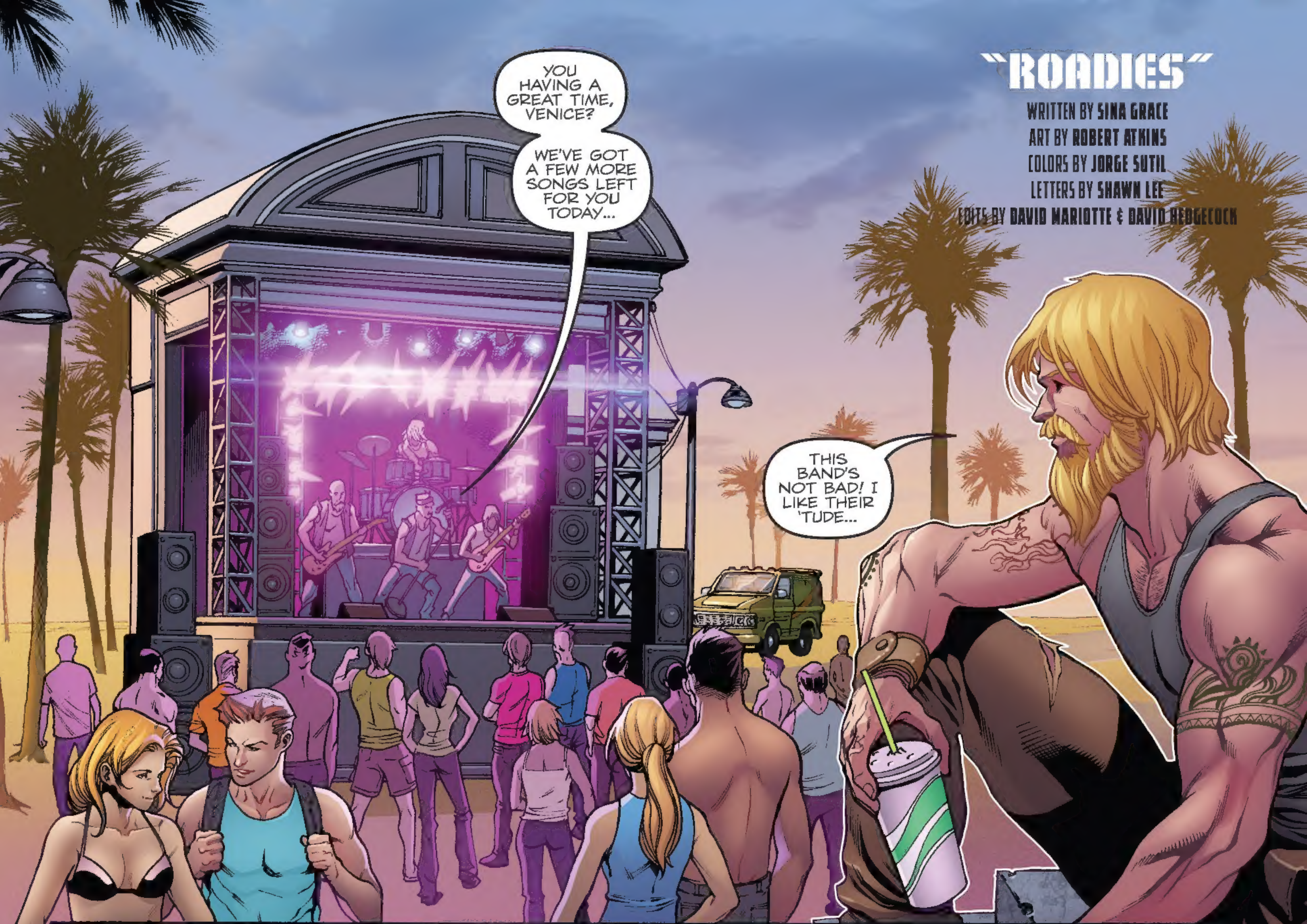
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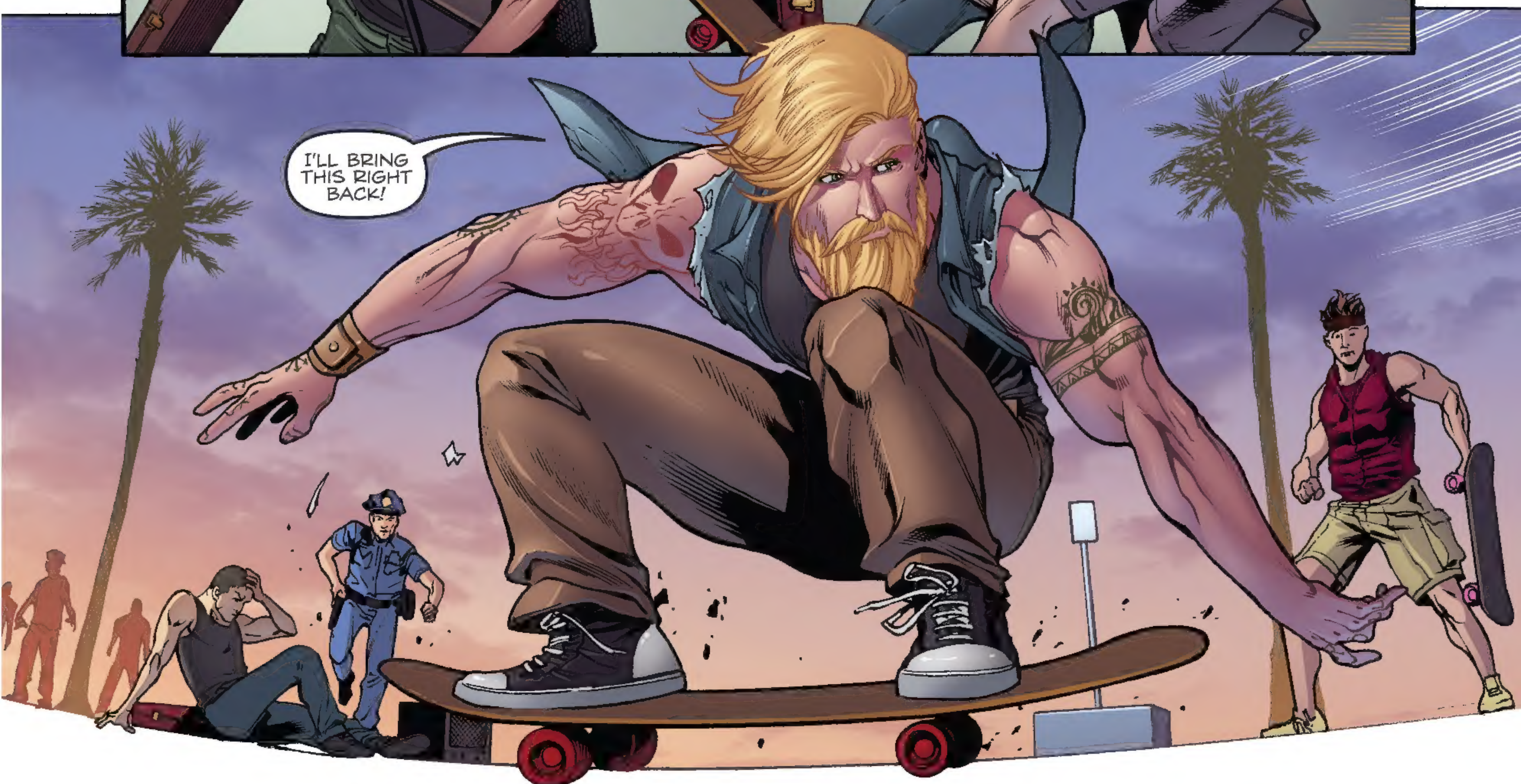
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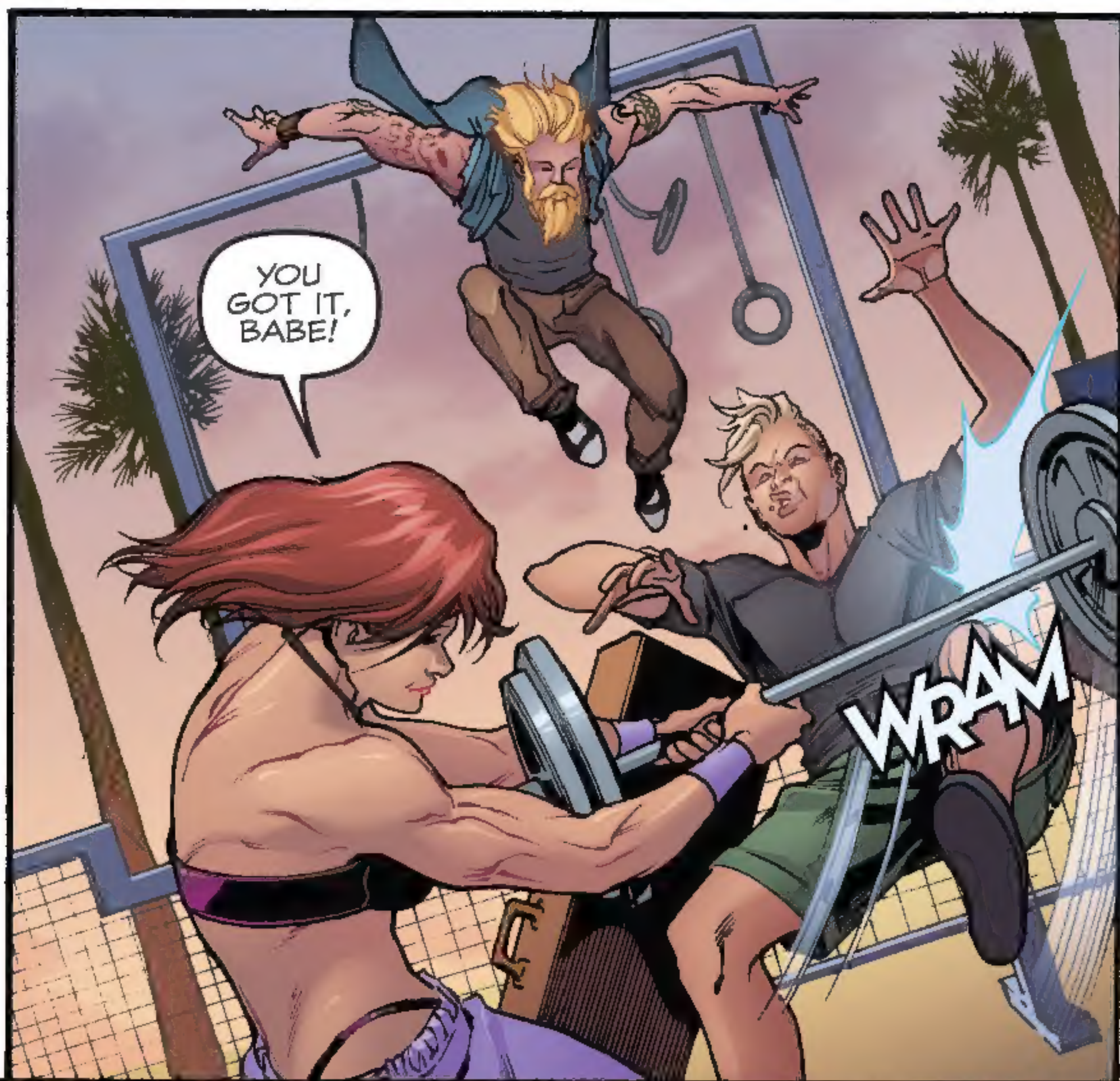
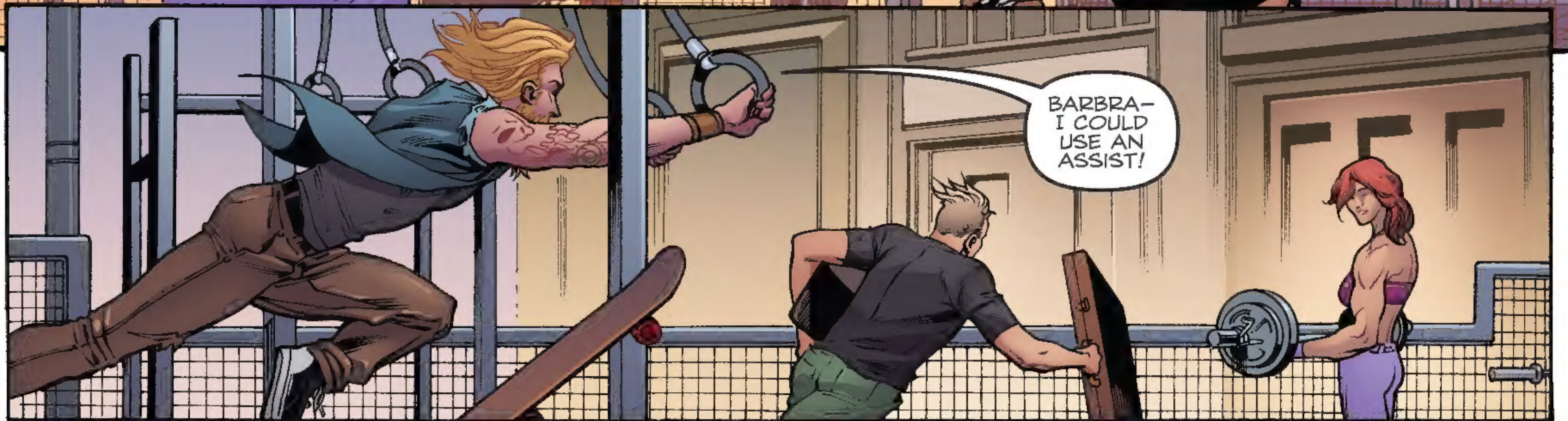
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ACROYEAR

Real name: Unknown

Occupation: Mercenary, Adventurer

Legal status: Citizen of Microspace, Ex-Warrior Class

Place of birth: Aegis-3, Aegis Cluster

Marital status: Single

Known relatives: None

Group affiliation: Micronauts, Sandmen, Acroyear I

Current base of operations: The *Heliopolis*; warpcore starship

First appearance (historical): 1976 toyline

First appearance (this continuity): *Micronauts* (2016) #1

History: Acroyear was the rising star in what wound up being the last of the Sandmen, a group of disciplined mercenaries from the Aegis Cluster. After Baron Karza had become close to the Emperor, he forcibly conscripted all of the Sandmen to be transformed through genetic and behavioral modification into the first generation of Acroyear warriors.

The Acroyear warriors were Karza's elite personal strike force, but the process used to create them was rushed and mistakes were made. Many of the Acroyear warriors became mentally unstable. The most significant incident occurred during a mission to repel raiders from the MoDee research station. During the operation, the research station was destroyed and all of the scientists and civilians died along with many of the Acroyear warriors. No one knows exactly what happened there but there was not a single raider body discovered.

After the incident at MoDee, the Acroyear warriors were recalled by Karza and terminated. However, Karza sequestered a small number of Acroyears for additional research. Periodically, Acroyear I warriors do surface which indicates that Karza might have been forced to "officially" recall them, but still finds them useful from time to time. Commander Raith is an example of a first generation Acroyear still in service to the Ministry of Defense. Regardless, the modification process was refined and the Acroyear II warrior class was born.

The warrior who would come to be known only as "Acroyear" was left for dead on MoDee. He was found with no memory of what had transpired by Oziron Rael and Microtron, who invited him to join their crew.

As part of the Micronauts crew, Acroyear often finds himself being the one leaping in to fight a battle instigated by Oz or fighting to defend his shipmates. It is a role he readily embraces as it helps him vent his frustrations at the hand Karza dealt him, while also learning to embrace the often benevolent and altruistic ways of Oziron Rael.

Height: 7'9" (Microspace Comparative)

Weight: 350 lbs (Microspace Comparative)

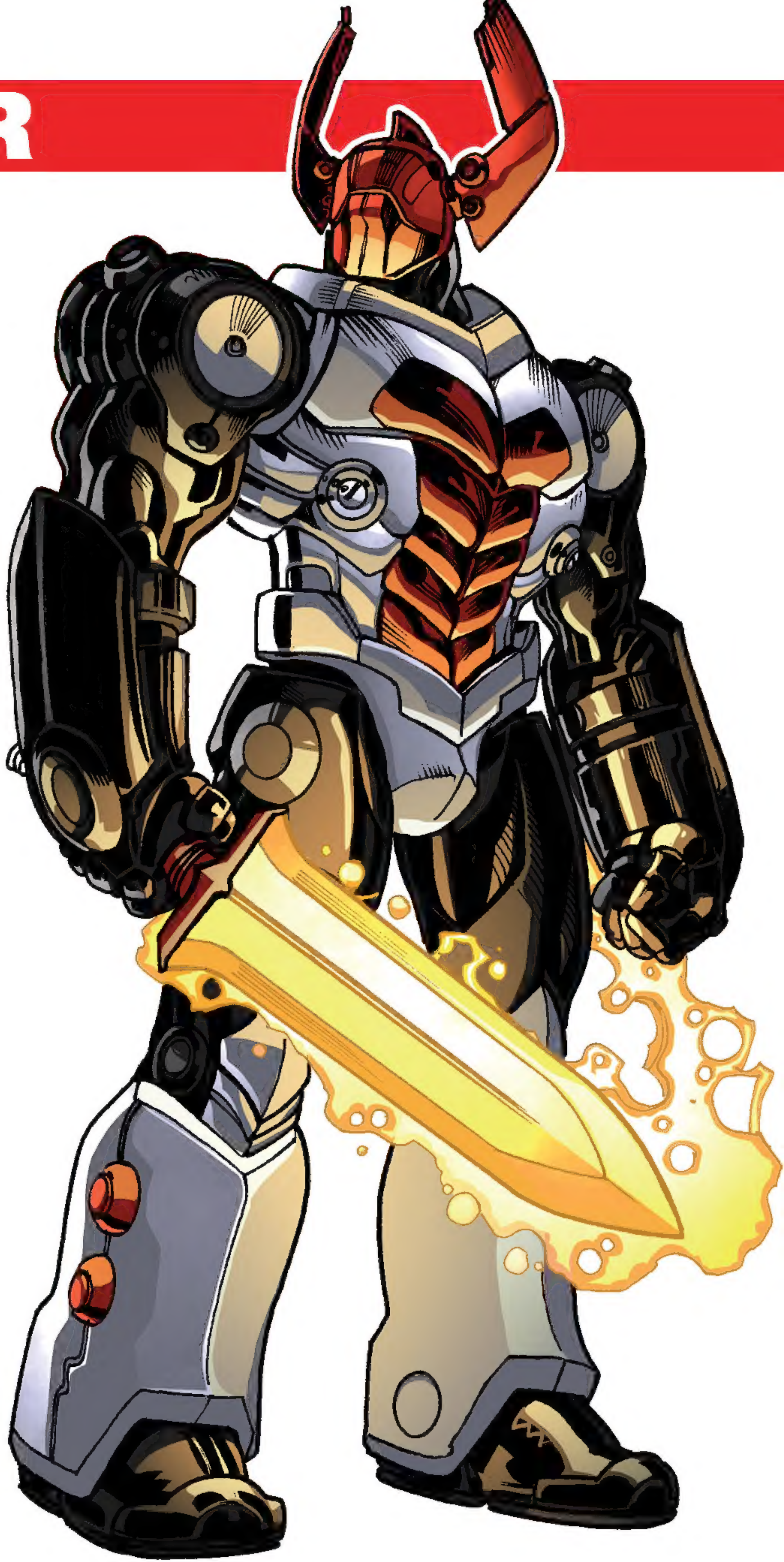
Eyes: Unknown

Hair: Unknown

Strength level: Acroyear possesses superhuman strength due to the genetic modification Karza put him through. With his power armor, he can lift upwards of 1500 pounds (Microspace Comparative). His strength levels are close to those of Karza but they have never been tested directly against each other.

Unusual powers: Acroyear always wears his power armor and it is unknown if it could actually be removed. His armor (or perhaps the genetic modification he endured) allows him to survive in hostile planetary atmospheres as well as in the depth of space. He is able to summon flight/glider wings that afford him superior aerial maneuverability.

Weapons: Acroyear's primary weapon of choice is an energy sword that is unique to him. He can summon the sword from a subspace pocket through a variation of micro-meld/enerchange transference.



ACTION MAN

Real name: Ian Noble

Occupation: The Greatest Hero of Them All

Legal status: Citizen of the United Kingdom

Place of birth: Cambridge, England

Marital status: Single

Known relatives: Parents (mentioned)

Group affiliation: Action Man Programme (part of the British Secret Intelligence Service)

Current base of operations: Secret Intelligence Service Headquarters, London

First appearance (historical): 1966 toyline

First appearance (this continuity): *Rom Free Comic Book Day* 2016 #0

History: Four years ago, Ian Noble was a Sixth-Form student in North London who was unhappy with the life he was leading. Disliked by his fellow students (and teachers), Ian engaged in petty crimes, easily evading detection. His physical prowess was excellent, and he developed extensive pick-pocketing skills.

One night while walking near the Thames, Ian witnessed a man using a suspiciously high-tech lock on what seemed to be a derelict building. Without hesitation, Ian stole the man's entry card and bypassed an I.D. scanner, gaining entry to the building—the then-headquarters of the Action Man Programme, where Ian was confronted by Agent Brogan—a.k.a. Action Man.

Impressed with Ian's breaking and entering abilities—and his ability to avoid capture, at least for a moment—Brogan offered Ian employment. Ian joined the technology division of the Action Man Programme, working with (among others) Bryce Chan, a brilliant contemporary of Ian's.

Ian learned the A.M.P.'s history of service to the British Crown stretched far into the past—at least to the mid-19th century, possibly much longer. Over the years, many individuals had taken the role of "Action Man"; Brogan was only the most recent.

Working in the tech division for nearly four years, Ian would occasionally do fieldwork—sometimes authorized, sometimes not—often in pursuit of the mysterious villain Doctor X. On one unauthorized expedition, Ian uncovered a plot involving the theft of an experimental spacecraft with an antimatter drive—which had been inadvertently set to overload, threatening a chain reaction which might have led to the destruction of the Earth.

Ian's infiltration was uncovered by Doctor X's forces, and Action Man was called in. Rescuing Ian, Action Man saw no choice other than piloting the spacecraft away from Earth—where it exploded, killing Action Man.

The Prime Minister considered Ian a hero for uncovering the plot, and put pressure on Director Bestley to make Ian the new Action Man—over Agent Terrence Salmons, who Bestley (and Salmons) considered the better choice.

Ian blamed himself for Agent Brogan's death, and with the help of Agent Chan (now promoted to Quartermaster), Ian pursued Doctor X. Ian was pushed by Agent Salmons to be better at his job, and formed a more pleasant bond with Agent Mercy Gale, head of Intel, who had been Brogan's friend.

After capturing a mercenary working for Doctor X, Ian gained access to X's mountain laboratory, the Chateau. The mission didn't go as planned—but in the process, Agent Gale revealed she was Doctor X, and had been playing the A.M.P. against her own forces for years. Her goal was to manipulate world events to affect change.

Gale escaped capture, and remains at large. Ian remains Action Man.



Height: 5' 9"

Weight: 155 lbs

Eyes: Blue

Hair: Black

Strength level: Ian Noble possesses above-average strength and extremely high agility for a human of his age and build.

Unusual powers: None, though Ian's reflexes are at the upper end of the baseline human scale, and he possesses excellent sleight-of-hand skills—as well as exemplary battlefield reasoning.

Weapons: Action Man is well versed in small arms and is often equipped with top-of-the-line weapons, vehicles, and gadgets. These devices vary depending on mission parameters.

AILERON

Real name: Aileron

Occupation: Autobot

Legal status: Citizen of Caminus

Place of birth: Caminus

Marital status: Single

Known relatives: None

Group affiliation: Autobot

Current base of operations: Autobot City, Earth

First appearance: *Transformers* (2012) #44

History: Forged on a hotspot within the Titan Caminus on the eponymous energy-poor colony world, young Aileron lived in a small village, typical for the planet. Like most Camiens, she followed the doctrines of the Way of Flame, believing the original Thirteen Primes—especially Solus Prime—to be holy beings.

An encounter with the Torchbearer Pyra Magna increased Aileron's interest in the Primes—she soon learned all that she could about their exploits. While Caminus drifted toward energy-depletion, Aileron's imagination—and hope—laid with the idea of the Primes.

When contact with Cybertron was established via Spacebridge, Aileron and her friends Sterling and Swift were astounded to learn Cybertronian native Optimus Prime carried part of the Matrix of Light (more commonly known as the Matrix of Leadership on Cybertron), indicating he was a true Prime. The Mistress of Light, the leader of the Way of Flame, echoed this interpretation.

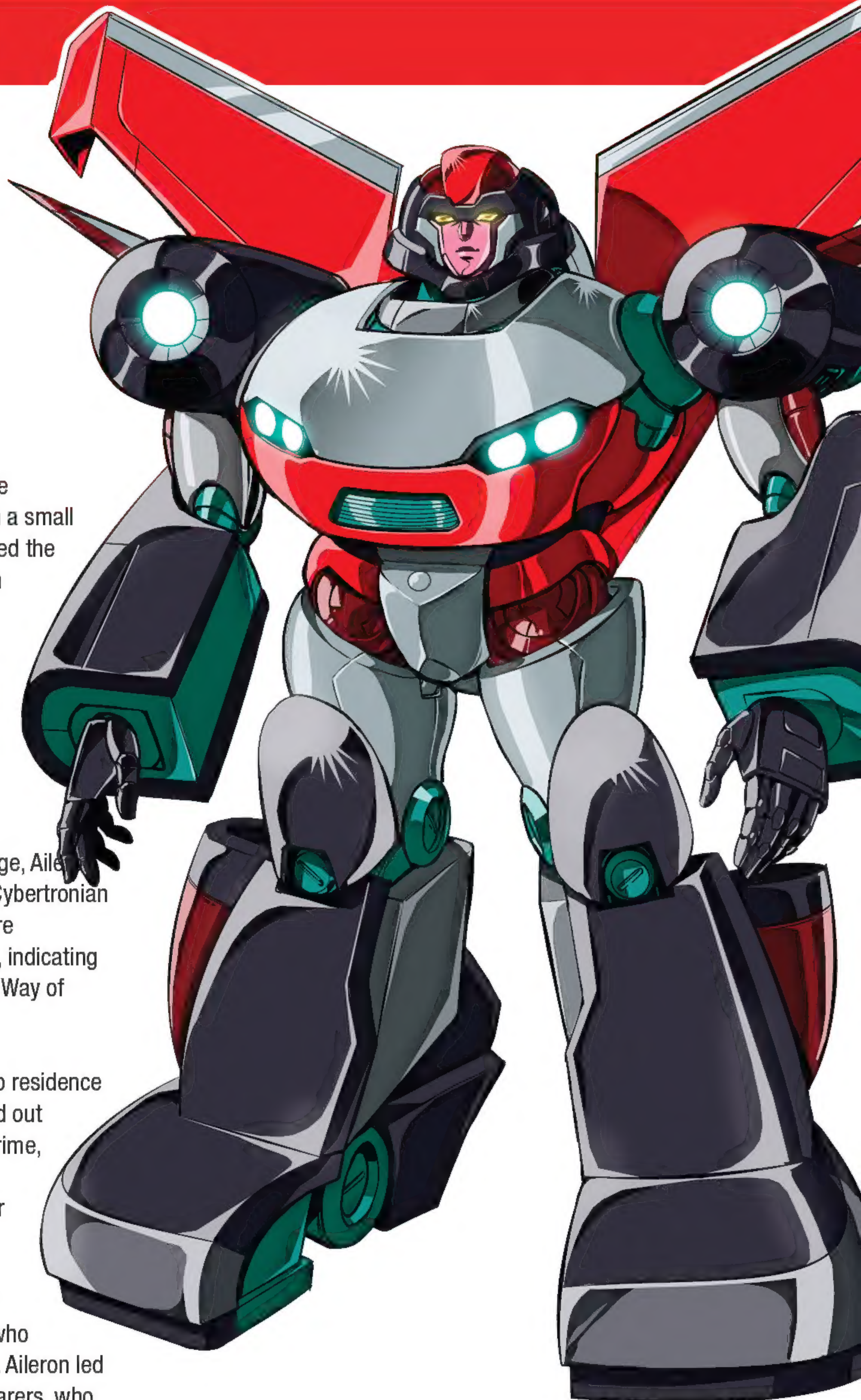
Thus, Aileron and her friends were among the first to take up residence in Cybertron's sole functioning city, Iacon. There, they passed out fliers proclaiming Optimus to be the mysterious thirteenth Prime, a.k.a. "the Arisen." Aileron and her friends particularly targeted former Decepticons, who tended to have no love for the Autobot leader.

After an altercation with the Dinobot Slag (himself no fan of Optimus), Aileron attracted the attention of Optimus Prime, who asked her to explain the point of view of a "normal" Camien. Aileron led Optimus on a journey to locate Pyra Magna and the Torchbearers, who had taken up residence in Cybertron's Sea of Rust. Aileron and Optimus learned the Torchbearers now possessed the ability to combine into a single form—Victorion—who vowed to help Optimus understand the meaning of his role in the universe. But when the Aileron and the others returned to Iacon, they found chaos—Galvatron's Decepticons had captured the Space Bridge and were using it to invade Earth.

Aileron was reunited with her best friend, Sterling, and they joined Optimus' forces as he annexed Earth into Cybertron's Council of Worlds. It seemed Aileron and Sterling's dreams of Prime adventures had come true—until a human orbiting laser platform killed Sterling.

As the hard truth of reality hit Aileron, she lashed out at humans—not understanding why they didn't want the True Prime saving their world. When Optimus raised the massive Metrotitan from the ground of Earth, his position as Prime was solidified with much of the population of Cybertron and its colonies... but Aileron had come to see Optimus as a person.

Aileron was injured by the human M.A.S.K. forces during the "Revolution," when incursions from Microspace threatened Earth. In the following months, Aileron became a trusted confidant of Optimus'...



though she is wary of his new Colonist Soldiers and of his alliance with the humans, who she still does not fully trust.

Height: 22'

Weight: 11 tons

Eyes: Yellow

Hair: None

Strength level: Aileron has average strength for a Cybertronian/Camien of her size and build.

Unusual powers: Aileron possesses the normal Cybertronian ability to change forms between "robot" and "alt-mode." Her typical alt-mode is an aircraft. She has the ability to fly, which is greatly enhanced in jet-mode, and is able to reach escape velocity and maneuver in outer space.

Weapons: Ranged weapons are rare on Caminus, owing to a global energon shortage—but Aileron outfitted herself with cannons on arrival to Cybertron (for self defense). Nevertheless, while smart and capable, Aileron is not a trained warrior.

ARCEE

Real name: Arcee

Occupation: Autobot

Legal status: Citizen of Cybertron with a criminal record

Place of birth: Unknown location of Cybertron

Marital status: Single

Known relatives: None

Group affiliation: Autobot

Current base of operations: Autobot City, Earth

First appearance (historical): *Transformers: The Movie*

First appearance (this continuity): *Spotlight: Arcee*

History: One of the oldest Cybertronians still in active duty, Arcee was a contemporary of Galvatron, with whom she had a long-standing friendship/rivalry.

Following experimentation at the hands of a Cybertronian scientist, Jhiaxus, Arcee became a whirlwind of chaos—destroying everything Jhiaxus had created. Eventually, she was arrested by Ultra Magnus and imprisoned on Garrus-9.

Freed by warden Fortress Maximus when the prison world was attacked, Arcee tracked a Decepticon conspiracy to the planet Gorlam Prime. There she, alongside the Autobot Hardhead, found a passage to the Dead Universe—where Jhiaxus had, millions of years prior, vanished to. Arcee captured Jhiaxus and discovered the properties of the Dead Universe made him immortal, so Arcee spent several years repeatedly killing him while she worked through her anger issues.

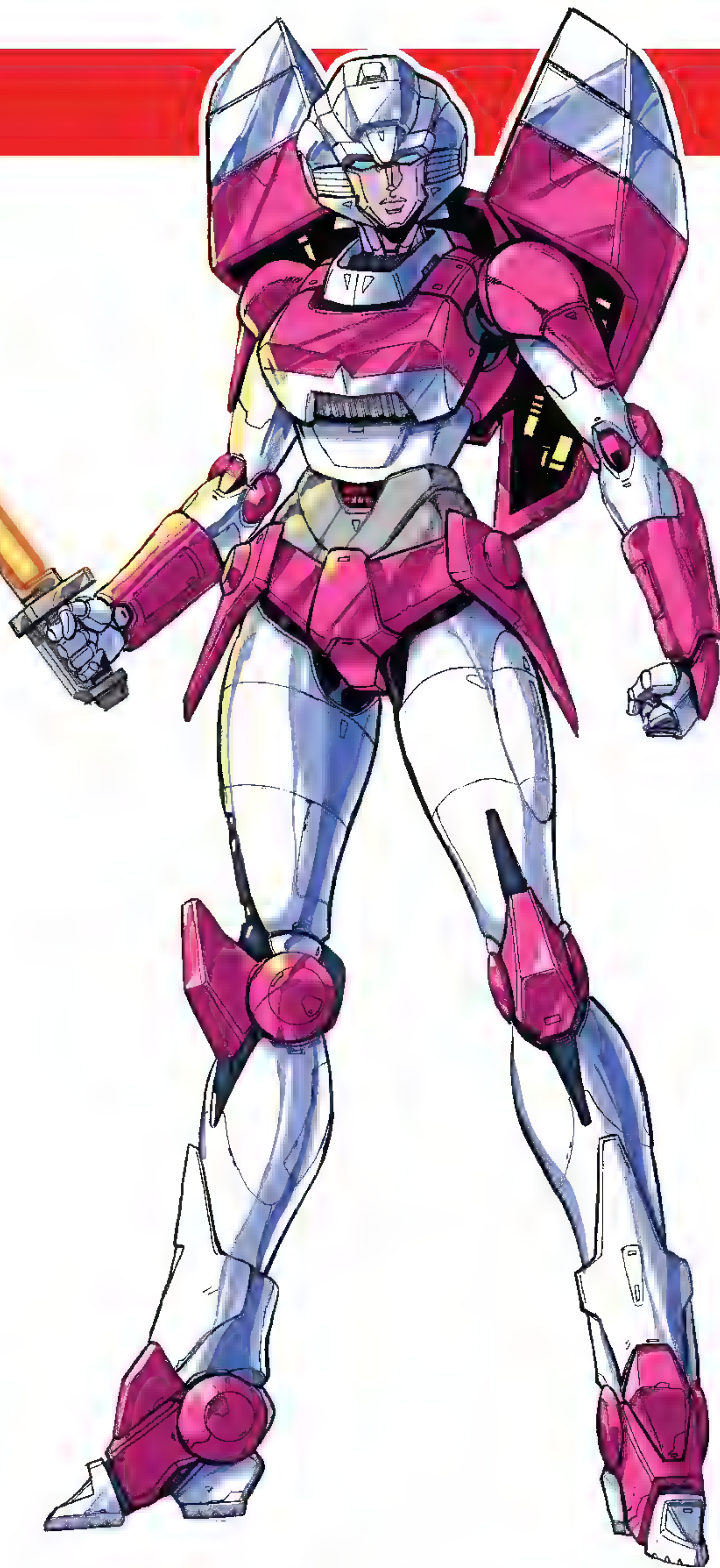
Eventually, Arcee learned Galvatron (thinking he was protecting Cybertron) had been duped by the Dead Universe itself to destroy our universe—so Arcee and Hardhead came to Cybertron's aid. The universe was saved, and in the aftermath Cybertron was restored to a primordial state.

While Hardhead left the planet with Jhiaxus under his guard, Arcee was recruited by the Machiavellian Autobot Prowl to help guide the reformed Cybertronian government. Working with him, Arcee killed Ratbat, a Decepticon who was threatening the peace. However, Prowl was subsequently taken over by Bombshell—a mind-controlling Decepticon.

Arcee was the only Autobot to detect the change, but played along to position herself within the Decepticon hierarchy. Arcee soon turned on the Decepticons and aided the Autobots in defeating Megatron's forces. This provided Starscream with the opportunity to take control of Cybertron, casting the Autobots and Decepticons into the wilderness. Arcee carved an Autobot symbol into herself, standing with her new allies. As Arcee made her first attempts to fit in to society (and vice versa), she began a friendship/rivalry with the Autobot Sideswipe.

Following another incursion from the Dead Universe—which killed Hardhead—Arcee joined Optimus Prime and Prowl on a journey to Earth to locate the missing sage Alpha Trion. Arcee acted independently of her former ally Prowl, and soon became trusted by Optimus Prime. Meanwhile Prowl became increasingly erratic, eventually attempting a coup on Cybertron.

Arcee was part of a search party that tracked down the missing Prowl when he had been kidnapped by Tarantulus, and she was subsequently in command of the Ark when it was invaded by Decepticons, who brutally injured Sideswipe. Arcee effectively became Optimus Prime's second-in-command when he annexed Earth into Cybertron's newly-formed Council of Worlds.



Arcee frequently used her relationship with Galvatron to attempt to gain information—and possibly maintain a strategy if Optimus went off the rails. But she stood with Optimus and Soundwave in final battle against Galvatron, delivering the crippling blow that allowed Optimus the opportunity to execute the Decepticon warlord.

Now part of Optimus' forces on Earth, Arcee is uneasy about Optimus Prime's strategy, but loyal to the principle of galactic peace.

Height: 33'

Weight: 15 tons

Eyes: Blue

Hair: None

Strength level: Arcee has above-average strength for a Cybertronian of her size and build, as well as extraordinary agility and fighting prowess.

Unusual powers: Arcee possesses the normal Cybertronian ability to change forms between “robot” and “alt-mode.” Her typical alt-mode is a car. She also possesses acute perceptive abilities (though within the range of “normal” Cybertronian physiologies).

Weapons: Arcee is a master of all known Cybertronian weapons, but prefers to use twin energy swords for close-quarters combat. She makes frequent use of Sideswipe's jet pack.

ATOMIC MAN

Real name: Mike Power

Occupation: Adventure Team Agent (formerly)

Legal status: Citizen of the United States with no criminal record, legally deceased

Place of birth: Pawtucket, Rhode Island

Marital status: Single

Known relatives: None

Group affiliation: Adventure Team

First appearance (historical): 1975 toyline

First appearance (this continuity): *G.I. Joe* (2013) #3

History: In the womb, Mike Power contracted amniotic band syndrome—a disorder in which fibrous bands constrict limbs, causing them to fall off in utero. Born missing an arm and a leg, Mike was determined to keep up with other children in physical activities.

This led the youngster on several unusual childhood adventures, earning him a the nickname “Mighty Mike Power” and a reputation for being an amateur sleuth and problem-solver, usually with his faithful dog, Smarts, at his side. One such “mission” led Mike to a so-called “haunted house”—in reality a hideout for Brasnyan spies smuggling extraterrestrial technology. The Brasnyans were pursued by British agent Action Man, who saved Power’s life. The helplessness of the encounter left Power feeling, for the first time, unequipped to face the larger world.

But Power stole a piece of alien technology from the Brasnyans, and his keen mind soon learned this tech could provide an unprecedented link between man and machine—allowing him to build his first-generation “atomic” limbs. In reality, no such power source was used, but the nickname “Atomic Man” stuck when—after earning several degrees in cybernetics at M.I.T. and Cal Tech—Power met and befriended Joe Colton, a.k.a. “G.I. Joe,” leader of the Adventure Team.

Power’s entrance into the Adventure Team proved a watershed moment to the ostensibly military group, especially once Richard Ruby (a.k.a. Bullet Man) joined. Ruby’s high-tech flight abilities, combined with Power’s “atomic” limbs, changed the face of the Adventure Team.

Eventually, Power met scientist/soldier Lt. Garrison Kreiger, who had located a device called the Talisman, a mysterious alien object that was the source of the technology Power had used to create his atomic limbs. Seeing how the Talisman interacted with Power’s cybernetics, Kreiger worked with Power to improve the atomic limbs.

Little is known about the subsequent experiments other than their ultimate result: the apparent death of Mike Power. Kreiger left the military, retiring to private business.

However, Power was actually alive on life support—hidden by Kreiger in a secret location under the mountains of Brasnya. Decades later, the team known as the Revolutionaries discovered this “Project: Ice Man” and located Power, who helped the heroes in an act of self-sacrifice, finally ending his pain.

Height: 6’ 2”

Weight: 375 lbs

Eyes: Blue

Hair: Brown

Strength level: The organic portions of Mike Power’s body were at peak physical ability for a human of his build. His “atomic” arm was rated to



lift 10,000 pounds, though it is unconfirmed if his body could take that level of strain without serious injury.

Unusual powers: In addition to the super human strength delivered by his cybernetic arm, Power’s “atomic” leg reportedly provided the ability to run 200 miles per hour, while his cybernetic eye perceived several invisible-to-human-eyes wavelengths, allowing Power to see through—for instance—six feet of solid steel.

Weapons: During his active duty, Power was qualified in all NATO and Warsaw Pact small arms, but usually relied on his “atomic” limbs.

AURA (GLORIA BAKER)

Real name: Gianni Batra, later anglicized to Gloria Baker

Occupation: Military IT specialist, hacker, adventurer

Legal status: Citizen of the United Kingdom

Place of birth: India, later naturalized as a citizen of London, England

Marital status: Single

Known relatives: Unnamed parents and siblings

Group affiliation: Founding member and current second-in-command of M.A.S.K.

Current base of operations: Miami, Florida

First appearance (historical): *M.A.S.K.* TV series (1985)

First appearance (this continuity): *M.A.S.K. Revolution* one-shot

History: Gloria was born into a wealthy Indian family who relocated to London, England because of her parents' deep ties to high-ranking leaders in British industry and politics. Always curious and independent, Gloria showed a remarkable aptitude for mathematics and computer coding at a young age.

Although she was expected to be a "proper lady" to attract a suitor, Gloria went against her family's wishes and explored ten different martial arts styles to keep her body as sharp as her mind. Gloria's computer talents grew exponentially and at the age of fourteen, she managed to hack into the NORAD defense network and rewrote their launch codes.

Gloria was recruited into the MI5 (British homeland security) to strengthen their anti-hacking protections. After quickly distinguishing herself, she attracted the attention of General Miles Manheim to be recruited into a secretive special operations taskforce meant to address the existence of the Cybertronian threat on Earth.

While sometimes aloof and disconnected from the non-virtual world, Gloria is a trusted ally and a fierce defender of her friends and family. Gloria provides a strong balance to Matt Trakker's sense of recklessness with her logical and mathematically-derived strategies.

Height: 5'6"

Weight: 120 lbs

Eyes: Brown

Hair: Black

Strength level: Gloria possesses above-average athletic strength, dexterity, agility and balance because of her extensive study of multiple martial arts disciplines. She is an accomplished fighter who thinks ahead of her opponents and is tough to defeat in a one-on-one confrontation.

Unusual powers: Like all members of Mobile Armored Strike Kommand, Gloria was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

Weapons: Gloria's mask can wirelessly hack any computer system known to man—cell phones, military drones, nuclear launch software, microwave ovens—anything! She can write system codes using voice commands and eye movements and is capable of analyzing the most difficult of security glyphs.

Gloria pilots a Porsche/luxury-style sports car that converts into a submarine. Once in the water, the submersible has cloaking/stealth ability. This allows Gloria to get close to underwater fiber optic lines, which increase her hacking range. The Porsche has surface-to-air missiles and can release various countermeasures to thwart pursuers. In the water, the submarine has torpedoes and water mines as offensive and defensive weapons.



AXIOM

Real name: Aaron Grundy

Occupation: Co-founder of DeepWave Technologies, an artificial intelligence company. Pawn of the Dire Wraiths

Legal status: Citizen of Australia

Place of birth: Adelaide, Australia

Marital status: Single

Known relatives: None

Group affiliation: DeepWave, Dire Wraiths

Current base of operations: Seattle, Washington

First appearance: *Rom: Revolution* one-shot

History: Growing up, Aaron Grundy had a fairly typical upbringing. Being young during the first Internet boom, Grundy was fascinated with computers and technology of all sorts. His interest lead him to reading all he could on programming and technical design, all the way to science fiction, where he was captivated with the idea of artificial intelligence. A few years and a lot of study later, he began working as a programmer at Raymond-Lull, a defense contractor.

Raymond-Lull moved Grundy to Seattle to work at their U.S. branch. Shortly after his arrival, he met Caleb Awan at a technical summit on artificial intelligence in the post-Cybertronian era. That weekend, the men bonded and created the initial sketches of a suit for law enforcement and exploratory use—the Axiom suit. The goal was to produce a suit with artificial emotional-intelligence functionality, allowing for bonding with the wearer and an increased sense of self-preservation.

After months of dead-ends, Grundy finally had a breakthrough. In his new model, he based the theoretical operating system on the principles of a driver-less car, guiding the wearer to intuitively move in the right direction to avoid danger. Awan modeled the program with success. Finally, this passion project became their main focus. The pair left their jobs and began seeking funding for DeepWave Technologies, an artificial intelligence start-up.

The initial build of Axiom progressed smoothly. Unfortunately, the mental interface bonding the A.I. with a human host never seemed to progress. Before long, faced with either losing the company and the project or selling DeepWave to a military think tank, Grundy and Awan buckled.

Once the deal went through, the new owner of DeepWave arrived to inspect Axiom—one General Joe Colton, founder of G.I. Joe and Dire Wraith spy. He brought with him two soldiers and a briefcase of Ore-13, a rare ore highly coveted by for the ways it reacts with technology.

With the help of Colton's Ore-13, the Axiom suit finally started to work. In a live "test" Colton's team fired upon Grundy, who deftly avoided their bullets and disarmed them. Despite the amazing abilities of the suit, Grundy was knocked out by an energy blast from Colton. He awoke hours later, suspended in a bio-web of a Dire Wraith lair. Though the suit itself worked, Colton believed that Grundy's emotions would be detrimental to the suit acting at full capacity and ordered his men to solve the problem.

A hybrid of human, Dire Wraith, and technology, Grundy forsakes his human name, instead renaming himself after his suit—Axiom. He waits for orders from Colton and the Dire Wraiths, hoping to show his power and kill Rom, the Solstar Spaceknight.

Height (human): 5' 11" **(as Axiom):** 6' 10"

Weight (human): 175 lbs **(as Axiom):** Variable

Eyes: Green

Hair (human): Brown **(as Axiom):** None



Strength level: Axiom's exo-suit gives him strength and reflexes beyond that of an average human, as well as incredible endurance and stamina. The upper limits of his strength are yet unknown.

Unusual powers: Augmented by his Axiom suit and powered by both Ore-13 and Dire Wraith magicks, Axiom is capable of incredible adaptive responsiveness. While the suit increases his human reflexes and speed, his Wraith half gives him the powers of the Dire Wraiths, including the ability to wield their eldritch magicks in powerful blasts, shape-shift, and use Wraith palm spikes. Additionally, the unique composition of his suit and body allows his touch to burn even through the armor of a Solstar Knight.

Weapons: The Axiom suit was designed as an early-warning system, allowing the wearer to react intuitively, even without the user being aware of danger. The suit increases reaction time to allow the body to move beyond normal human limits, granting great speed. How the suit has been altered or what additional weapons Axiom may come to possess remains thus-far unknown.

BARON DAIGON

Real name: Akai Daigon

Occupation: Baron/Minister of Science

Legal status: Citizen of Microspace, Ruling Class

Place of birth: Sytic-3, The Vale

Marital status: Single

Known relatives: None

Group affiliation: Ministry of Science, Council of Worlds Exploration Vessel

First appearance (historical): Force Commander—1977 toyline

First appearance (this continuity): *Micronauts* (2016) #2

History: Akai Daigon was an only child raised by his mother, Ianna. His father was forcibly conscripted into the ranks of the Sandmen when Akai was still learning to walk. His mother encouraged him to develop an inquisitive mind and guided him into a life in the Sciences.

He advanced and excelled so quickly within the field of science and technology that his last two years of schooling had him teaching his peers and instructors. As soon as he was able to join the Ministry of Science, he left the Vale. He rose through the ranks of the Ministry faster than anyone ever had. The only point where he clashed with his superiors was over the ability to enerchange. Akai believed that tinkering with the building blocks of our own bodies was going down a path that would lead to the downfall of Microspace.

In spite of his views on enerchanging, when the Minister of Science (Baron Erdion) was dying, he suggested Akai Daigon as the only candidate worthy to take his place. The funerary pyre was still burning as the Emperor appointed Akai to become Baron Daigon, Minister of Science.

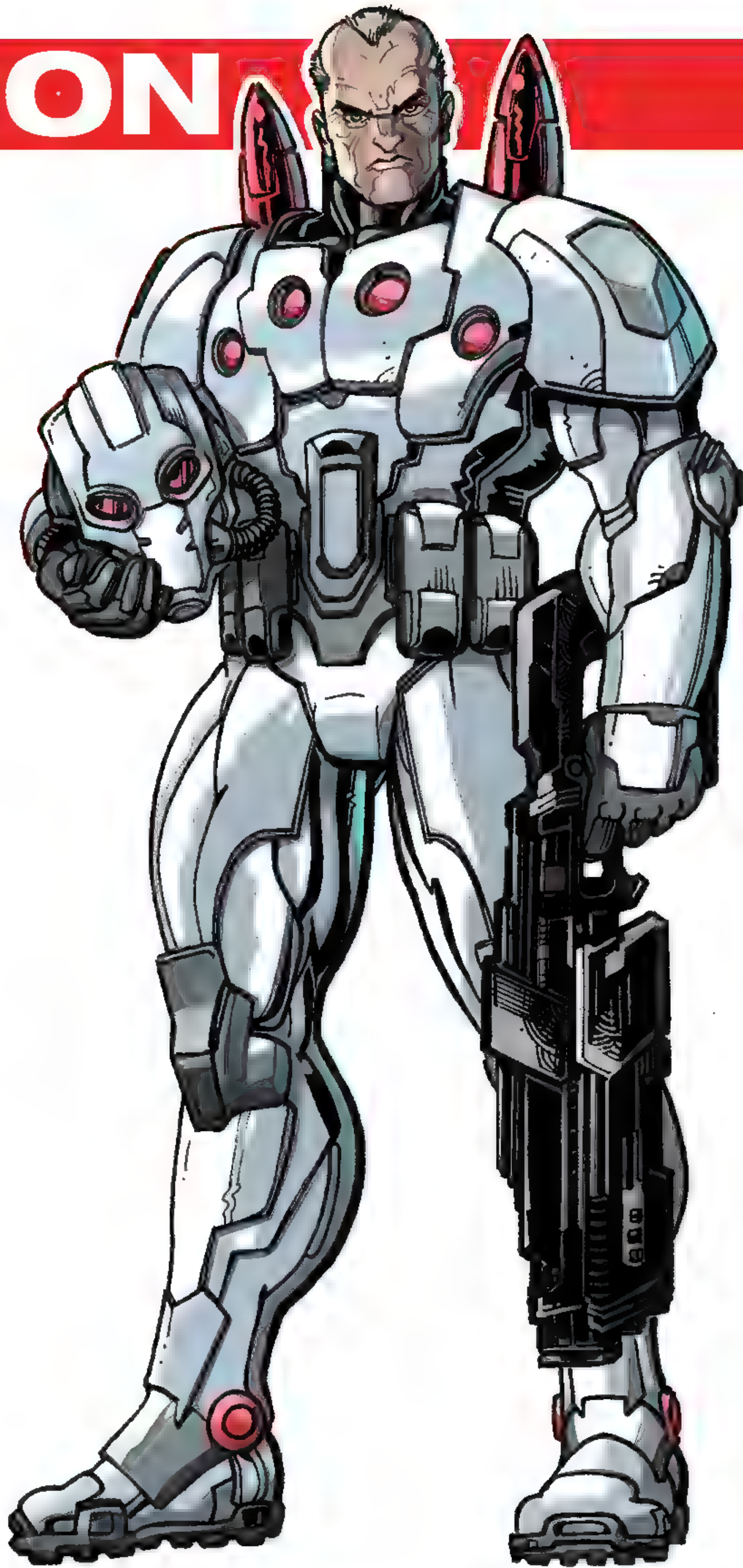
The only drawback to this new position was that, as Baron, he was required to enerchange to assume a centaur battle-form—just like his predecessor Baron Erdion, and the man he would come to think of as a friend for most of his life, Baron Karza.

Even though they developed a friendship, Akai sensed there would also be a constant divide between them. Realizing that the Ministries of Science and Defense would always be at odds, Baron Daigon set a division of the Science Ministry aside to develop their own military-oriented technology as a defense against Baron Karza. The Emperor was thrilled at this development, thinking that the Ministry of Science was simply expanding the ranks of warriors in defense of Microspace.

Baron Daigon and his Space Gliders were exactly that. Mostly. While they were science soldiers willing to fight for the Emperor, they all knew that it was possible that one day they would be at odds with the Acroyears of Baron Karza.

Daigon, Karza, and Shazraella realized that the Emperor needed to be temporarily removed from power after the death of his son, the Red Falcon (at the hands of Karza and Shazraella, when Daigon refused to cooperate in killing him). Daigon and Karza took over ruling Microspace during the Emperor's absence. The Entropy Cloud became the straw that broke the back of their friendship and uneasy alliance.

The discovery and advancement of the Entropy Cloud throughout Microspace had been a primary focus for the Ministry of Science. Baron Daigon believed that only through study and understanding of the nature of the cloud would they be able to counter the destructive effects. And that understanding required communicating with the Time Travelers. Baron Karza believed that the means of their death was the only discussion to be had with the Time Travelers.



Their differing beliefs on this led to Karza and Daigon fighting openly with Daigon being defeated and captured.

Height: 5'10" (Microspace Comparative)

Weight: 175 lbs (Microspace Comparative)

Eyes: Blue

Hair: Black turning grey

Strength level: Akai Daigon possesses above average strength of a humanoid who engages in a moderate amount of physical exercise. He stands out amongst his peers in the scientific community as most of them are below average.

Unusual powers: He has the ability to transform his body into a battle-form centaur, turning his lower body into the body of a warhorse.

Weapons: Daigon wears a suit of powered armor designed and altered from the Space Gliders. It offers him advanced life-support and protection against the harsh extremes of almost any environment. He has used it for protection while entering the extreme heat of a raging volcano, diving into the depths of an ocean, and floating in the vacuum of space. He was always willing to be on the front line of any scientific exploration. The suit is keyed specifically to Daigon's biology and

BARON KARZA

Real name: Hraal Karza

Occupation: Baron/Minister of Defense, Would-be Emperor

Legal status: Citizen of Microspace, Ruling Class

Place of birth: Aegis-6, Aegis Cluster

Marital status: Married

Known relatives: Shazraella (wife), Larissa (daughter)

Group affiliation: Ministry of Defense, Council of Worlds

Current base of operations: Vaeris, Imperial Hiveworld, Wyvern Cluster; Mobile Ministry of Defense Outpost

First appearance (historical): 1976 toyline

First appearance (this continuity): *Micronauts* (2016) #1

History: Born on the desert world of Aegis-6, Karza was trained by the militaristic Sandmen from an early age. He quickly rose through the ranks of this mercenary caste. When the empire found itself staving off a revolt from the Kronos colony, the Sandmen were contracted to defend the Emperor himself. During this operation, Karza caught the Emperor's eye. The young warrior was taken on as one of the Emperor's elite guardsmen. Within a few years' time, Karza had risen through the ranks to the position of Minister of Defense.

Karza was a ruthless tactician and leader, going so far as to conscript his former allies the Sandmen to undergo significant genetic and behavioral modification, creating the first of the Acroyear warriors.

It was also during this time that Karza first met the woman who would be his wife. Shazraella was the Emperor's Mistress of Spies. At the time, she was betrothed to the Emperor's son, Red Falcon. Karza and Shazraella became secret lovers. This fueled a bitter rivalry between Karza and Red Falcon.

When Red Falcon became obsessed with the Time Travelers, Karza's distrust of the Emperor's son only grew. With Shazraella's help, the two of them assassinated Red Falcon.

Red Falcon's death crushed the Emperor's spirit. He slowly drifted into madness, a state that only worsened when the Entropy Storm first erupted. This storm, seemingly destroying everything it touched, began expanding from the heart of Microspace. Realizing that the Emperor could not maintain order during such a time of chaos, Karza (along with Daigon and Shazraella) placed the Emperor in a state of suspended animation so that he could heal.

In the Emperor's absence, Karza and Daigon ruled the Council of Worlds. But a disagreement over the Entropy Cloud ignited distrust between the two and soon turned into a devastating civil war between the two factions.

Upon discovery of a weathered version of his helmet, Karza began to suspect that the Entropy Storm was a growing rift in time rather than a force of destruction. When he entered the cloud, he was proven correct. Unfortunately, the knowledge came at a price as he found himself lost for years in the strange tempest of time.

During his time in the cloud, he discovered the "sleeping" form of Micronus Prime, a gargantuan cybernetic entity who he learned was the ancient progenitor of Microspace itself.

Spending years wandering around inside the body of the sleeping titan, Karza used Micronus Prime's technology to open lines of communication with other realities. Somewhere out there, he knew, was the means of not only stopping the Storm... but controlling it as a weapon, using chaos to instill order.



Height: 6'5" (Microspace Comparative)

Weight: 275 pounds (Microspace Comparative)

Eyes: Red

Hair: None

Strength level: Karza possesses superhuman strength, enabling him to lift/press upwards of 1 ton (Microspace Comparative). His strength is derived from genetic manipulation. Through the power of enerchange, it is possible that he can further enhance his physical strength.

Unusual powers: Karza has mastered the power of enerchange, enabling him to alter his physical form in significant ways. He has demonstrated the ability to detach body parts (going so far as to propel his hands/fists with rocket-like force). He maintains control of these detached body parts. He has transformed his body into a war-form centaur aspect, transforming his lower body into the body of a warhorse. He can harness internal energies to manifest blasts of intense energy. These laser-like blasts are most often generated from his eyes.

Weapons: Karza wears a suit of powered armor with tremendous defensive and offensive capabilities. The armor can withstand extreme force, pressure, and temperature variations. Through advanced life-support, the armor allows Karza to survive in the vacuum of space. The armor is outfitted with laser arrays and rocket launchers. As it is derived from Microspace technology, the armor interfaces with Karza's biology, and it will transform with Karza during enerchange activation.

BARONESS

Real name: Anastasia DeCobray

Occupation: Cobra operative

Legal status: Unknown citizenship

Place of birth: Classified

Marital status: Single

Known relatives: None

Group affiliation: Cobra

Current base of operations: Unknown

First appearance (historical): *G.I. Joe* (1982) #1

First appearance (this continuity): *G.I. Joe* (2009) #1

History: While some Cobra agents and operatives find themselves wrapped in the coils of the terrorist organization due to their desperation or a lack of other options, this is far from the case for the woman once known as Anastasia DeCobray. Born into a life of privilege, to the aristocracy of a European country of presumably Eastern origins, DeCobray could have been anyone she wanted.

But instead of using her wealth for good, instead of becoming a benefactor for any number of charities, she instead chose another path. Fleeing her aristocratic lifestyle, she joined up with a group of radical revolutionaries known as "The Red Hand." Unlike other revolutionaries, however, who are motivated by good and a desire for social change, DeCobray was driven by one thing: A lust for power.

And that lust for power? It led her directly into the arms of Cobra. She was subjected to a series of tests, ones that she passed with flying colors due to her off-the-charts brilliance and bewildering combat ability, and soon after, was welcomed into the terrorist organization.

Though Cobra was traditionally a male-dominated group, DeCobray, newly rechristened as The Baroness, nonetheless managed to rise steadily up its ranks due in no small part to her role as a Machiavellian intelligence officer. It's important to note, however, that The Baroness didn't succeed in spite of her gender, but rather, because of it, weaponizing her femininity in order to get exactly what she wants when she wants it.

Still, even with the Baroness' considerable talents and abilities, she was unable to fully overcome the patriarchal hegemony of the Cobra organization. And as such, she was passed over for leadership of the group, despite being, arguably, the most qualified for the job. Now, Cobra has been broken and shattered, but the Baroness is still seething with resentment, hate and cruel brilliance, making her as dangerous as ever.

Height: 5'6"

Weight: 135 lbs

Eyes: Blue

Hair: Black

Strength level: Baroness possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

Unusual powers: Baroness is more than capable in the field, able to fight and defeat enemies that are far larger and stronger than she is. But her true danger lies in her brain, as

she possesses genius-level intelligence that is most-often put to work utterly destroying her enemies.

Weapons: Baroness is deadly accurate with all standard handguns and rifles, and also possesses a devastating efficiency with bladed weapons, displaying a particular fondness for concealable knives.



PAULINE BESTLEY

Real name: Pauline Bestley

Occupation: Director, Action Man Programme

Legal status: Citizen of the United Kingdom

Place of birth: London, England

Marital status: Single

Known relatives: None

Group affiliation: Action Man Programme, a sub-directorate of the British Secret Intelligence Service

Current base of operations: S.I.S. Headquarters, London

First appearance: *Rom Free Comic Book Day* 2016 #0

History: The daughter of a Zimbabwean immigrant and a British diplomat, Pauline Bestley felt separate from her classmates during her Catholic School education. Focusing on the careful analysis of why and how her peers (and their parents) reacted to the world around them was Pauline's first foray into the world of spycraft.

Bestley attended Magdalen College, Oxford, and upon graduation was recruited into the Special Intelligence Service. Her work as an S.I.S. field agent remains classified, though it is known that on several missions she interacted with the British agent known as Action Man and occasionally found herself in competition with her ostensible Americans allies, the Adventure Team and Operational Support.

Following her role in the successful breakup of the so-called "Council of Doom," Action Man Programme Director Patrick Cain brought Bestley in to run the Programme's logistics division. Her keen tactical mind—as well as her willingness and ability to play games of political brinksmanship—garnered attention within the government.

Following the Cybertonian invasion and Director Cain's subsequent resignation, Bestley took the Director role. She soon earned the respect of then-Action Man Michael Brogan, due to her no-nonsense attitude. Like her predecessor, Bestley was unaware of head of intelligence Mercy Gale's dual life as A.M.P. archenemy Doctor X.

Notable actions during her early tenure include the recruitment of field agent Terrence Salmons as a potential replacement for Brogan, and the admittance of Ian Noble into the technical division following his break-in of the former A.M.P. Headquarters on the South Bank of the Thames.

Sensing the necessity to keep up with the American G.I. Joe team, Bestley took dramatic steps in modernizing the A.M.P. She was instrumental in moving the Programme from various secret headquarters into a centralized base of operations within S.I.S. Headquarters, bringing the A.M.P. into the mainstream of British intel.

Bestley conferred with the Prime Minister when Agent Noble uncovered the theft of an antimatter-drive space craft by Doctor X. Agent Brogan infiltrated the Doctor's underwater headquarters and rescued Noble—but the antimatter drive was destroyed, killing Brogan. Noble was publically revealed to be the sole survivor of this world-saving mission, which forced Bestley's hand. Noble was promoted to Action Man status ahead of Salmons.

Soon after, quartermaster Professor Ernst Sinclair died of a heart attack, and Bestley chose Agent Bryce Chan as his replacement—the youngest quartermaster in AMP history.

When Noble—as Action Man—uncovered the location of Doctor X's secret laboratory, The Chateau, Bestley was nearly tricked into believing Chan was a double agent. Fortunately, she saw through the subterfuge and Bestley and Chan rescued Noble and Salmons from the now-revealed-as-Doctor-X Mercy Gale. Bestley shot down Gale's aircraft, but Gale and her crew escaped.



During the "Revolution," Bestley authorized Noble to infiltrate G.I. Joe headquarters on Governor's Island, which had been compromised by an extraterrestrial incursion. Noble recovered a Cybertronian operative, Kup, who Bestly provisionally brought in to the A.M.P. as an outside contractor.

Height: 5' 6"

Weight: 135 lbs

Eyes: Brown

Hair: Black

Strength level: Pauline Bestley has above-average strength and agility for a woman of her age, height, and build.

Unusual powers: Bestley operates within normal human parameters, but she is highly skilled in navigating tactical and diplomatic arenas.

Weapons: She is trained in all NATO weapons, as well as many classified S.I.S. weapons and gear.

BIOTRON

Real name: Unit 556-01-17

Occupation: Mercenary, smuggler

Legal status: Citizen of Microspace

Place of birth: Yomi Factory on Micropolis-10

Marital status: Single

Known relatives: All Biotron class robots

Group affiliation: Micronauts

Current base of operations: *The Heliopolis*, warpcore starship

First appearance (historical): 1976 toyline

First appearance (this continuity): *Micronauts* (2016) #1

History: Biotron Unit 556-01-17 had been dormant for 4 years in a storeroom on the Valtricos Research Station. His pilot, who acted as an organic interface, had died at that time and the Ministry of Science researchers simply moved him out of the way as they continued working.

While he was dormant, he was not deactivated. Maintaining connection with the Valtricos Station's internal computer system allowed him to monitor current events within the Ministry of Science. He was even connected with—and bore witness to—the forced sacrifice of dozens of Biotron Units on Saqqura as the Entropy Cloud devoured the planet.

Technically, he was hijacked by Oziron Rael and had no choice but to assist in their escape from the Valtricos Research Station when the Phobos units in storage with him attacked.

Having an active, and living, organic interface again was an opportunity Biotron was all too happy to embrace. The crew of the *Heliopolis* readily embraced him as part of their team. While he has sustained more damage since first interfacing with Oz, he has also gone through changes for the better.

During one of their daring escapes, Oz was stabbed in the chest while inside Biotron. He was miraculously healed, but a side effect to this incident has been an accelerated level of independence. Biotron units always had a very minimal amount of activity when not interfaced with a living entity, but 556-01-17 is now capable of completely acting without access to an organic entity.

His role within the Micronauts team has been primarily one of communications, engineering, and information. Microtron and Oz are the teammates he is closest to, but he is willing to lose an arm for any member of the crew.

Height: 20'6" (Microspace Comparative)

Weight: 5992 lbs (Microspace Comparative)

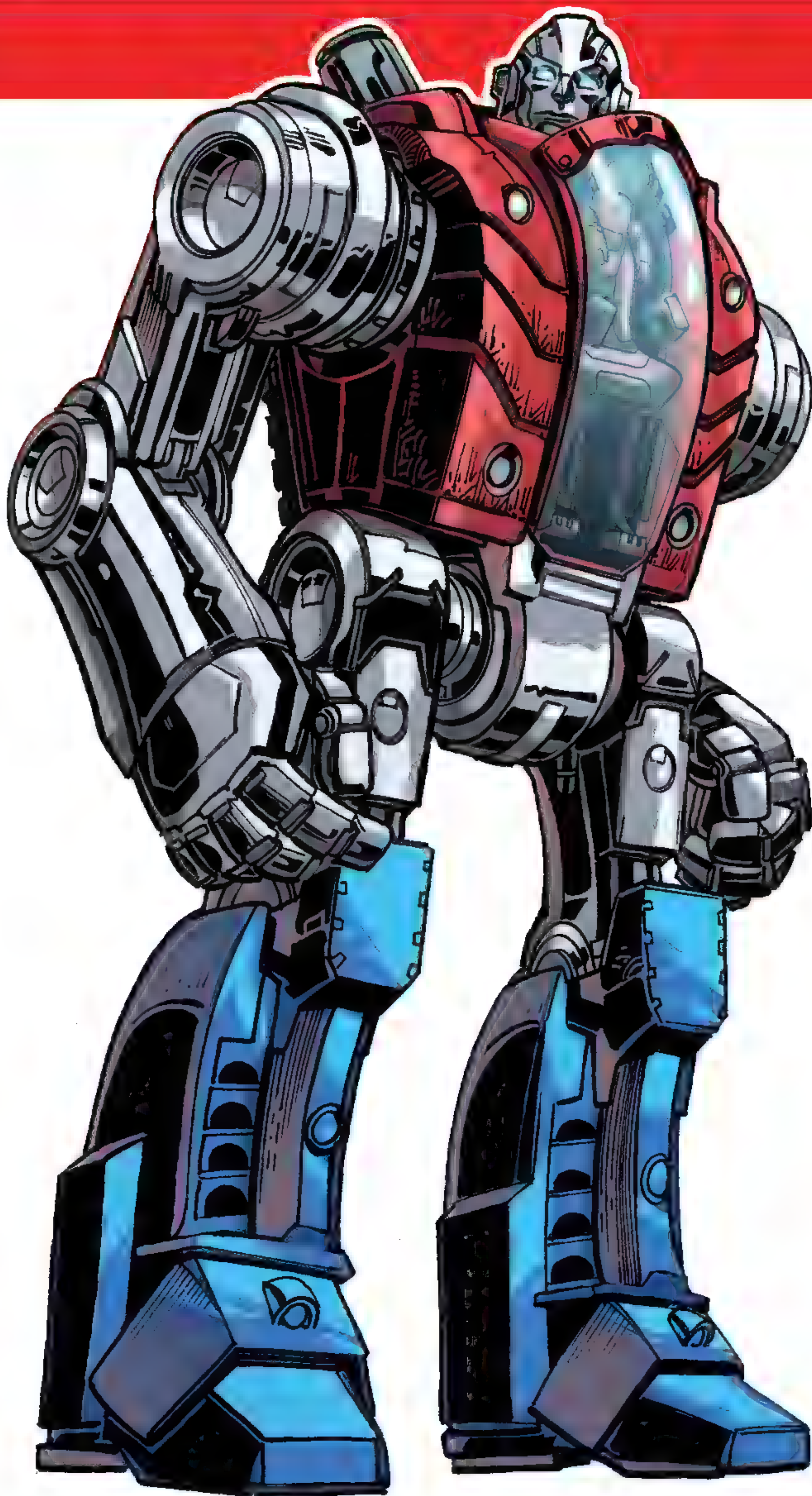
Eyes: Silvery Blue

Hair: None

Strength level: Biotron strength capacity has been untested, but he is capable of raising the *Heliopolis* partially for repair needs.

Unusual powers: Biotron is capable of interfacing with any computer system, analyzing and mining it for information. His capacity for information retrieval is phenomenal, and this ability was fully realized when he went online with the worldwide Internet system of Earth.

After the near death experience—when Oz was stabbed in the chest while interfaced with Biotron—there was a change in



Biotron. There is a symbiotic relationship between the two of them now, and Biotron has developed an enhanced level of artificial intelligence unseen in Biotron units. This new level of artificial intelligence is actually very close to Oz's own personality, suggesting that there is a deeper connection between them. He is also now capable of functioning completely autonomous of an organic interface.

Weapons: Biotron is also capable of enerchanging to a tank-like vehicle, which is useful when the team is traveling outside the *Heliopolis*.

BLACKROCK

Real name: Sovereign

Occupation: Businessman; technologist; Cybertronian sleeper agent

Legal status: Citizen of the United States with an unresolved warrant for espionage;
former citizen of Cybertron with no record, criminal or otherwise

Place of birth: Unknown location, presumably on Cybertron

Marital status: Single

Known relatives: None

Group affiliation: CEO of Onyx (a tech company); agent of Onyx Prime;
Titan Master

Current base of operations: Mobile

First appearance (historical as G.B. Blackrock): *Transformers* (1984) #5

First appearance (this continuity): *Transformers* (2012) #35

History: Eons ago, Sovereign was a Titan Master—able to communicate with and control the massive city-sized Cybertronians called Titans. Under orders from Onyx Prime, Sovereign's memories and personality were sublimated, and he was sent to the planet Earth—evidently to search for the Enigma of Combination, a legendary Cybertronian weapon once belonging to the late Nexus Prime.

What happened next remains a mystery to all save, perhaps, Onyx himself (who has not been seen in eons). What is known is Sovereign took the identity Garrison Blackrock, a human of Middle Eastern descent (despite the Anglicized name) who could trace his lineage to the ancient hero Gilgamesh. Blackrock uncovered many Cybertronian artifacts—ranging from a recently discarded Spacebridge, to the bodies of Cybertronians killed during the war, to the lost-for-ages Enigma.

Blackrock founded a company called Onyx, which quickly became a leader in commercial electronics and weapons development. Blackrock was able to erase all traces of his existence prior to Onyx's ascension—which would lead to him being unable to tell when he actually arrived on Earth, and what he really did versus what memories were implanted by Onyx Prime.

Onyx (the corporation) reverse-engineered Cybertronian technology and developed weaponry for the international (though heavily U.S. influenced) Earth Defense Command, as well as the parallel Chinese program, the People's Liberation Army Mecha Force. Blackrock used the "source code" of the Enigma to power his latest Onyx operating system, which was downloaded around the world and which created a virtual Enigma when the actual Enigma was stolen and taken to Cybertron. This theft ignited the Combiner Wars and led to first contact between Cybertron and the lost colony of Caminus.

On Earth, Blackrock was compelled by Onyx Prime's programming to capture the Autobot's Ark starship—as well as several Autobots—using a secret army of zombie combiners he'd reverse-engineered from dead Cybertronians. Galvatron—having surmised Blackrock's origins—attacked, captured Blackrock, and used him to his own ends... until Optimus Prime's forces defeated Galvatron. Meanwhile, the combiner Superion absorbed and broke the Earth Enigma code.

Blackrock had by this point piggybacked a distress call to the E.D.C., who rescued him. However, the disastrous showing by the E.D.C. caused the President to replace the organization with G.I. Joe, who attempted to transport Blackrock to another location—only to see him be captured by Sentinel Prime, a long-thought-dead Cybertronian despot.

Sentinel revealed himself to be the Titan Master Infinitus. Infinitus filled Blackrock in on parts of his past and reactivated the Sovereign personality. Taken via Space Bridge to the dead colony of Prion then to the Titan



Graveyard on Luna 1, the Blackrock persona struggled to take over—but was ultimately plugged into a Titan's brain module.

Sovereign was quickly freed, and the Blackrock persona—which considered itself human—again took control as Blackrock made his way back to Earth.

Height: 5' 10"

Weight: 235 lbs

Eyes: Black

Hair: Black

Strength level: Blackrock has typical strength and agility for a Cybertronian of his (small) size, which is nevertheless extremely strong relative to humans.

Unusual powers: Blackrock is able to, via a set of material conversions, holograms, and perception filters, appear human to visual and tactile investigations—as well as nearly all human and Cybertronian electronic detection systems.

Blackrock can change from this "human mode" to "Cybertronian mode"—still human-sized but fully metal, and capable of flight and energy projection. Blackrock is also able to link to a Titan and communicate with and control it. Further, Blackrock can change modes into a larger-scale Cybertronian head and assume control of prepared Cybertronian bodies.

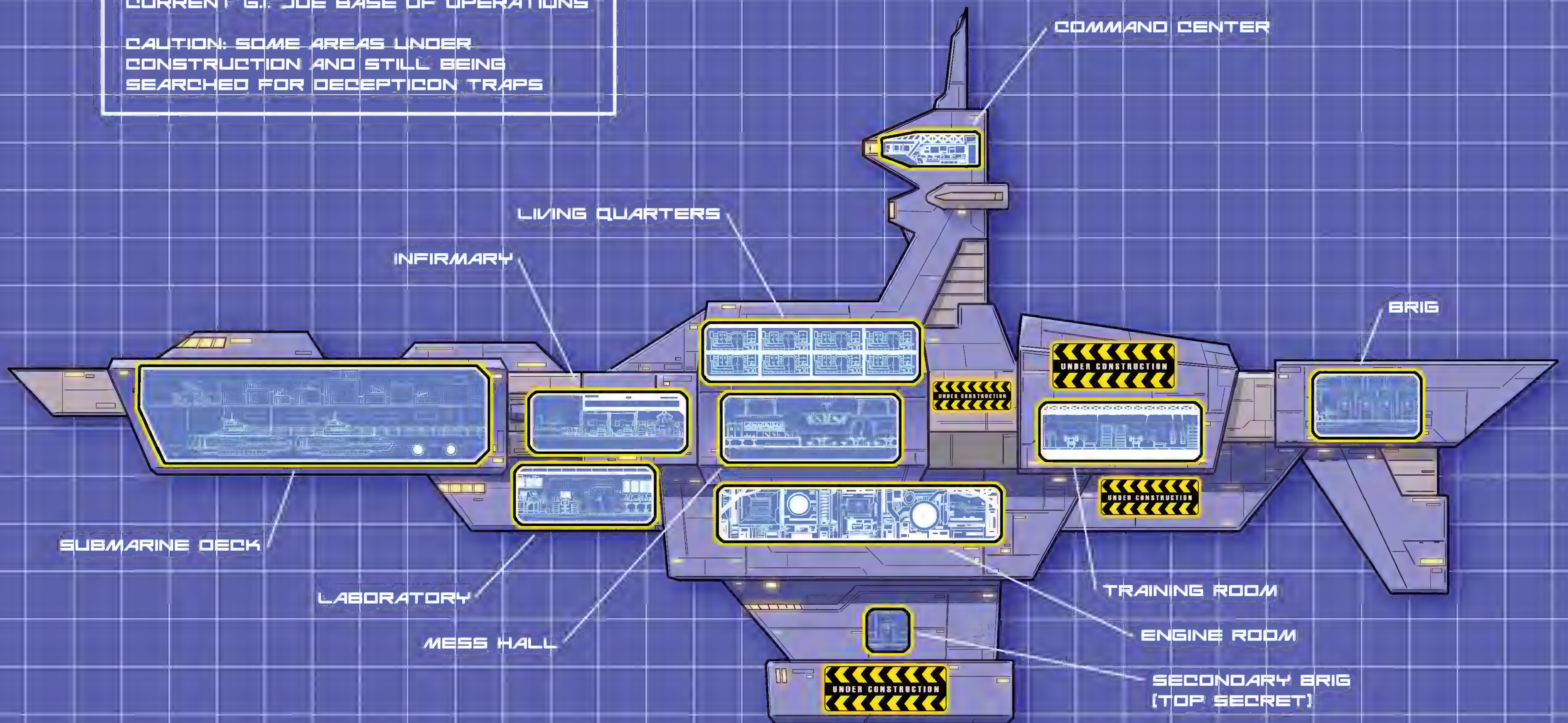
Weapons: Blackrock has many built-in weapon systems, none of which he is used to having or controlling.



TOP SECRET:

LEMURIA BASE
FORMERLY THE NEMESIS
CURRENT G.I. JOE BASE OF OPERATIONS

CAUTION: SOME AREAS UNDER
CONSTRUCTION AND STILL BEING
SEARCHED FOR DECEPTICON TRAPS





BLITZWING

Real name: Blitzwing

Occupation: Decepticon triple-changer

Legal status: Citizen of Cybertron

Place of birth: Unknown region of Cybertron

Marital status: Single

Known relatives: None

Group affiliation: Former Decepticon; former member of the Triorian Guard

Current base of operations: Governor's Island

First appearance (historical): *The Transformers* episode 30: "Dinobot Island, Part 1"

First appearance (this continuity): *Transformers: Infiltration* #2

History: Though he frequently rages against authority, Blitzwing is a follower, not a leader. His lack of direction in life is likely responsible for his current predicament—a test subject under the auspices of anti-Cybertronian human forces.

Millions of years ago, Blitzwing was one of the Cybertronian Senate's elite Triorian Guard, a unit comprised of Triple Changers assigned to protect the Primal Basilica (the burial place for the second wave of Primes).

He was an early recruit to Megatron's Decepticons, and served as part of Bludgeon's Titan-seeking squadron, before being assigned to deep cover on Earth as part of the Decepticon infiltration protocols. When Megatron arrived to supervise the invasion, Blitzwing briefly battled the Decepticon leader—but subsequently became one of his most trusted soldiers.

Blitzwing served under Megatron during his full-scale attack on Earth, and both fled when the Autobots successfully countered the assault. Blitzwing continued to stand with Megatron through his return to Earth and ultimate defeat. While Megatron was presumed dead, Blitzwing was among a handful of Decepticons privy to Megatron's secret plan to conquer the reborn Cybertron.

After this proved unsuccessful, Blitzwing followed Soundwave (again bristling against leadership) in his fight against Shockwave's mad plan to destroy the universe. When Galvatron assumed command of the reformed Decepticon army, Blitzwing returned to Earth, part of the warlord's unsuccessful attempt to kill Optimus Prime and take over the planet.

Following Galvatron's defeat, an injured Blitzwing was captured by G.I. Joe forces and handed over to Miles Manheim, who dissected the still-living Blitzwing to help build his mode-changing M.A.S.K. vehicles—using Blitzwing's Cybertronian biology to render them invisible to Cybertronian sensors, and to increase their offensive power.

Height: 30'

Weight: 12 tons

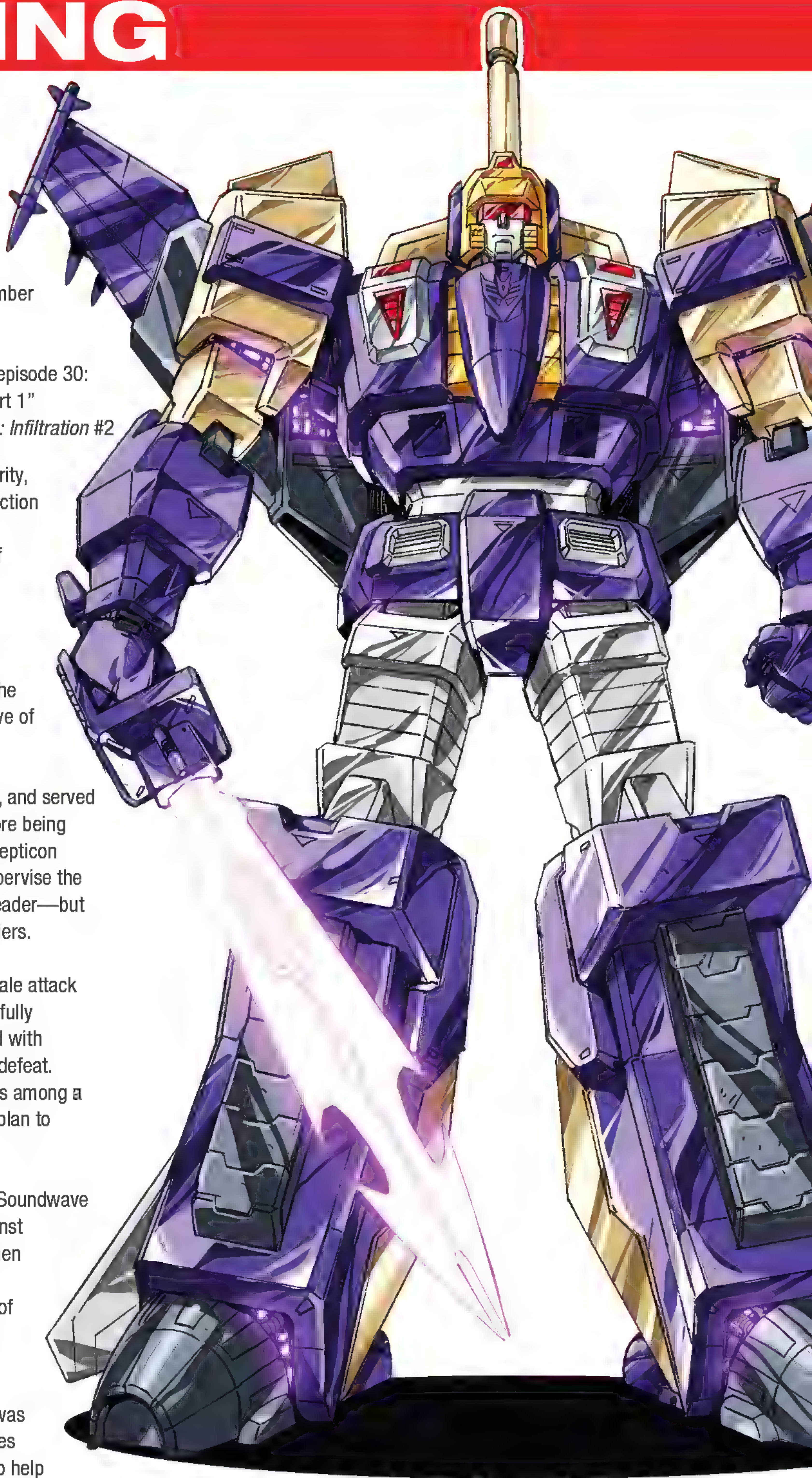
Eyes: Red

Hair: None

Strength level: Blitzwing possesses above-average strength and endurance compared to other Cybertronians of his stature.

Unusual powers: Blitzwing is a Triple Changer—a relatively rare type of Cybertronian able to change into two distinct alt-modes. In Blitzwing's case, one mode (jet) allows for flight (in-atmosphere and in space) and the other (tank) is a heavily armored ground vehicle.

Weapons: Blitzwing is well versed in Cybertronian weaponry, usually carrying a rifle or other handgun in addition to his built-in cannons. He also has been known to use an Energon-sword.



BOB, BUSTER THE DOG, AND D.O.C

Real name: Bob, Buster, and Dynamic Zero-Phase Chalcogenide unit

Occupation: Insecticon clone (Bob), dog (Buster), scientific drone (D.O.C.)

Legal status: Pets (more or less)

Place of birth: Cybertron (Bob and D.O.C.), New Jersey, Earth (Buster)

Marital status: Single

Known relatives: 3,000 nameless insecticon clones, deceased (Bob), several litter-mates (Buster), numerous units in the same development batch (D.O.C.)

Group affiliation: Autobot

Current base of operations: Cybertron (Bob), mobile (Buster), Autobot City, Earth (D.O.C.)

First appearance: *Transformers* (2009) #20 (Bob), *Transformers: Robots in Disguise* (2012) #28 (Buster), *Transformers: Robots in Disguise* (2012) #29 (D.O.C.)

History: As part of the Decepticon's final blitzkrieg attack against the Autobots, Decepticon scientists attempted to clone the Insecticon subgroup. This process was successful .1% of the time—meaning the successful creation of three Insecticons resulted in approximately 3,000 mutated failures, one of whom would later come to be known as Bob.

The Insecticon swarm covered the desolate surface of Cybertron, until the long-missing Prime, Alpha Trion, arrived with the Titan Metroplex and eradicated many of the creatures. The Autobots Ironhide and Sunstreaker learned that separated from the swarm, Insecticons could be domesticated and Sunstreaker soon named one Bob. The remainder of the swarm seems to have been killed off when Galvatron arrived, having been tricked by an other-dimensional creature to change the population of Cybertron into mindless automatons, called "Sweeps," under his control.

Bob, however, stayed with Sunstreaker, first voyaging to Earth, then returning to help defeat Galvatron—an action that resulted in Cybertron's rebirth. Bob followed Sunstreaker when he joined the crew of the starship Lost Light, where a phobia shield revealed Bob's greatest fear: Metroplex. When the Lost Light briefly returned to Cybertron, Bob and Sunstreaker remained, eventually joining Optimus Prime's forces when he annexed Earth into Cybertron's Council of Worlds.

Meanwhile, Buster was born in a house in New Jersey—her mother was a beagle, her father a pug, making her a puggle. Marissa Faireborn presented Buster to the former Decepticon Thundercracker, who was living on Earth, working on his screenplay. Faireborn believed Thundercracker's reclusiveness might be creating issues with his ability to form psychological bonds. The dog took to the Cybertronian immediately, and Thundercracker and Buster became inseparable. While extremely protective of Buster, Thundercracker brought her on several adventures—and wrote her into a misguided holiday tale aimed at children.

Elsewhere, D.O.C. was one of several drones aboard Optimus Prime's starship, the Ark-7. Boasting a high-level artificial intelligence system, D.O.C. worked with the scientist Jetfire and was the only member of an investigation team not captured by Garrison Blackrock when Blackrock took control of the Ark. D.O.C. tracked the captured team to the Earth Defense Command's Bikini Atoll facility, and there met Buster.

Buster and D.O.C. were apprehensive of one another at first, but soon teamed up to rescue the captured Autobots, who went on to free the Ark. Subsequently, Thundercracker and Buster joined Optimus Prime's forces—and Bob the Insecticon wasn't pleased to have his role as alpha-pet threatened by Buster. Bob made threatening advances, but D.O.C. quickly

shut the Insecticon up. Later, when Earth forces attacked, Bob was injured—and Buster protected him. D.O.C. further aided the duo.

All three were in the care of Thundercracker when Jetfire and Sunstreaker briefly returned to Cybertron, helping with relief efforts after a massacre in the so-called Decepticon Ghetto. It was at this point when the "Revolution" occurred, and Dire Wraiths attacked the White House, where Marissa Faireborn was stationed. She called in Thundercracker for help and he brought D.O.C., Buster, and Bob along. D.O.C. proved a formidable foe to the Wraiths, Bob was particularly brutal toward them, and Buster demonstrated a unique ability to detect the shape-changing aliens, even when they appeared human.

The White House was saved, and D.O.C. returned to Autobot City to work with Jetfire, Buster went on a road trip with Thundercracker and Marissa Faireborn, and Bob returned to Cybertron with Sunstreaker—though each of the three frequently thinks of their absent friends.

Height: 8' (Bob), 11" (Buster), 4'6" (D.O.C.)

Weight: 8 tons (Bob), 26 lbs (Buster), 1,200 lbs (D.O.C.)

Eyes: Yellow (Bob, D.O.C.), brown (Buster)

Hair: None (Bob, D.O.C.), brown with black and white areas (Buster)

Strength level: Bob, Buster, and D.O.C. each possess average strength of their respective species.

Unusual powers: Bob is remarkably brutal (when he's not being cuddly). Buster will eat any food-like substance except for soap, and has the seemingly unique ability to detect Dire Wraiths in any form. D.O.C. possesses an exceptionally high intelligence and awareness for an A.I., possibly crossing into genuine sentience—though it is unknown if that is typical for that model of D.O.C. unit.

Weapons: D.O.C. can project beams and physical appendages in combat scenarios. Bob has massively powerful teeth and claws. Buster has somewhat less powerful teeth and claws.



BULLET MAN

Real name: Richard Ruby

Occupation: Actor

Legal status: Citizen of the United States with no criminal record

Place of birth: Clyde, Ohio

Marital status: Divorced several times

Known relatives: Several ex-wives

Group affiliation: Former SEAL Team Six, former Adventure Team

Current base of operations: Hollywood, CA

First appearance (historical): 1975 toylines

First appearance (this continuity): *G.I. Joe* (2013) #3

History: Richard Ruby always wanted to be a star—and his hometown of Clyde, Ohio (population 6,064) wasn't the place to make his dream come true. A star athlete in high school, Ruby failed to attract any scholarships or recruiters and turned to the U.S. military, becoming a Naval Aviator.

Following the failure of Operation Eagle Claw—an aborted mission to rescue American hostages in Iran that resulted in the accidental death of eight servicemen—the Navy developed a new counter-terrorism unit, designated SEAL Team Six. Despite hoping to use the Navy as a stepping-stone to a new life, Richard Ruby joined the elite squad.

Several years later, Ruby was honorably discharged and became a test pilot for Wolf Avionics, which led to his first Hollywood connections. Ruby served as a stunt pilot in several movies directed by Meyer Wallenstein, including the John Haines Jr. vehicle *Sky Cowboy*.

On the set of J.J. Hackensack's *Space Battle*, Ruby made the partnership that would change his life. Teaming with Solomon Galt of International Effects Limited, Ruby developed an aerodynamic personal jetpack system, bolstered by high-impact damage-resistant metals. Ruby began testing the equipment—intended to catapult him to stardom—in California's Sierra Nevada mountains. When runoff from an abnormally heavy winter snow threatened the town of Poverty Flat, CA, Ruby created a makeshift dam and saved the town.

By chance, Joe Colton (a.k.a. G.I. Joe) and Mike Power (a.k.a. Atomic Man) of the Adventure Team witnessed Ruby's bravery. Ruby took to heroism, and calling himself Bulletman, he joined the final lineup of the so-called "Super" Adventure Team.

When the Adventure Team disbanded following Mike Power's apparent death, Ruby helped Col. Clayton Abernathy (codename Hawk) develop the top-secret G.I. Joe Program. As Joe Colton moved into an administrative role in the new agency, Ruby began making appearances as the public face of the former Adventure Team.

Becoming a mainstay on the talk-show (and celebrity game-show) circuit, Ruby landed several guest spots on television and minor film cameos. During an appearance on top-rated military-themed reality show *Survival Extreme*, Ruby (alongside future G.I. Joe agent Courtney Kreiger, codename Cover Girl) helped stop an attack by pirates from nearby Nanzhao.

The resulting media attention brought Ruby several movie offers, including a notable role as Colonel John Hart in *Sigma 6 2: Retribution* and a Golden Globe nominated turn as Roger "Bugs" Laffer in *Time Away From Home*. In the intervening

years, Ruby has become a mainstay in low-budget action films, several of which have been released theatrically.

Height: 6'1"

Weight: 210 lbs

Eyes: Blue

Hair: White

Strength level: Richard Ruby possesses the strength and endurance of a man his age, weight, and height who engages in frequent exercise.

Unusual powers: With his bullet suit, Ruby is able to fly over several miles at speeds in excess of 300 mph. His impact-resistant armor can deflect high-caliber bullets and melee weapons, as well as providing offensive "human bullet" capabilities.

Weapons: During his active duty, Power was qualified in all NATO and Warsaw Pact small arms as well as specialized counterterrorism devices, and was rated to fly numerous military, commercial, and experimental aircraft.



CAMILLA BYERS

Real name: Camilla Byers

Occupation: Pismo Beach police officer

Legal status: Citizen of the United States of America

Place of birth: Unknown

Marital status: Single

Known relatives: None

Group affiliation: Pismo Beach Police Department

Current base of operations: Near Cooper's Mill, Northern California

First appearance: *Rom Free Comic Book Day 2016* #0

History: Camilla Byers was an officer in the Pismo Beach police department, partnered with Omar Ruiz. She encountered Rom when he first touched down on Earth. Dire Wraiths attacked her and Ruiz in that first encounter, killing Ruiz. Camilla was injured and received a Wraith-Mark to her forehead, infecting her with a Dire Wraith.

She awoke the next morning alone on a beach and called into the department, where she discovered a Dire Wraith had replaced her superior, Chief Cusiter. Instead of reporting in, she went on the run, only to be pursued by Wraith Stalkers. Rom saved her from the Stalkers and attempted to purge the Dire Wraith from her, when the Wraith sorcerer, D'rge, captured them.

D'rge showed Camilla the earliest history of the Dire Wraiths on Earth. D'rge claimed he could remove the "taint" inside her, meaning her humanity. Fortunately, he was stopped by Rom.

Later, Camilla joined Rom and Darby Mason on their mission to infiltrate and exterminate the Dire Wraiths at Vandenberg AFB. Here, she encountered Dave Dubosky, the former G.I. Joe known as Countdown and a Dire Wraith spy who revealed that the infection may be spreading more quickly than previously thought.

Rom attempted to assist her as the Wraith infection spread, but it grew too quickly, attempting to overtake her and kill Rom. Fortunately, with the assistance of fellow Solstar Knights Livia and Orphion, Rom freed Camilla from her Wraith infection.

The cost, however, was Camilla was left seemingly comatose and lost her right arm to the infection.

Height: 5' 5"

Weight: 127 lbs

Eyes: Gray (Red when Wraith possessed)

Hair: Black

Strength level: Camilla possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

Unusual powers: Due to the Wraith-Mark upon her forehead and the infestation growing inside her, Camilla has the ability to read the minds of Dire Wraiths. Unfortunately, there have been a number of Wraiths and Wraith-hybrids, like Axiom, who have proven resistant to this ability. The Wraith telepathy seems to go both ways, with a few Wraiths seemingly able to get into Camilla's mind.

As the Dire Wraith inside her grows, it spreads her wound. Like all Dire Wraiths, it has enhanced strength, shape-changing abilities, increased durability, the ability to create wings and fly, the ability to create new Dire Wraiths through a palm-spike and potential magical ability. It is unclear to what extent those powers function, given the unique nature of Camilla's wound and continued humanity.



Weapons: Through her police training, Camilla is proficient in all standard police-issued handguns, batons, mace, Tasers and beanbag guns.

CENTURION

Real name: Unknown

Occupation: Unemployed

Legal status: Citizen of Eukaris, missing and presumed dead

Place of birth: Unknown

Marital status: Single

Known relatives: None

Group affiliation: None

Current base of operations: Autobot City, Earth

First appearance (historical): *Transformers* (U.K.) #74 (1984)

First appearance (this continuity): *Transformers Evolutions: Hearts of Steel* #1

History: Tens of thousands of years ago, Onyx Prime sent the starship Axalon away from the Cybertronian colony of Eukaris to locate the Enigma of Combination. Among the crew was the being that would come to be known as Centurion.

The starship tracked the Enigma to Earth, where it was intercepted by the Cybertronian scientist Shockwave, who had traveled to Earth to check the progress of his Energon-seeding Regenesiis project. Shockwave shot down the Axalon, and upon investigation of the wreckage found the ship had carried a mysterious device—later dubbed “the Talisman”—that had erased the crew’s minds.

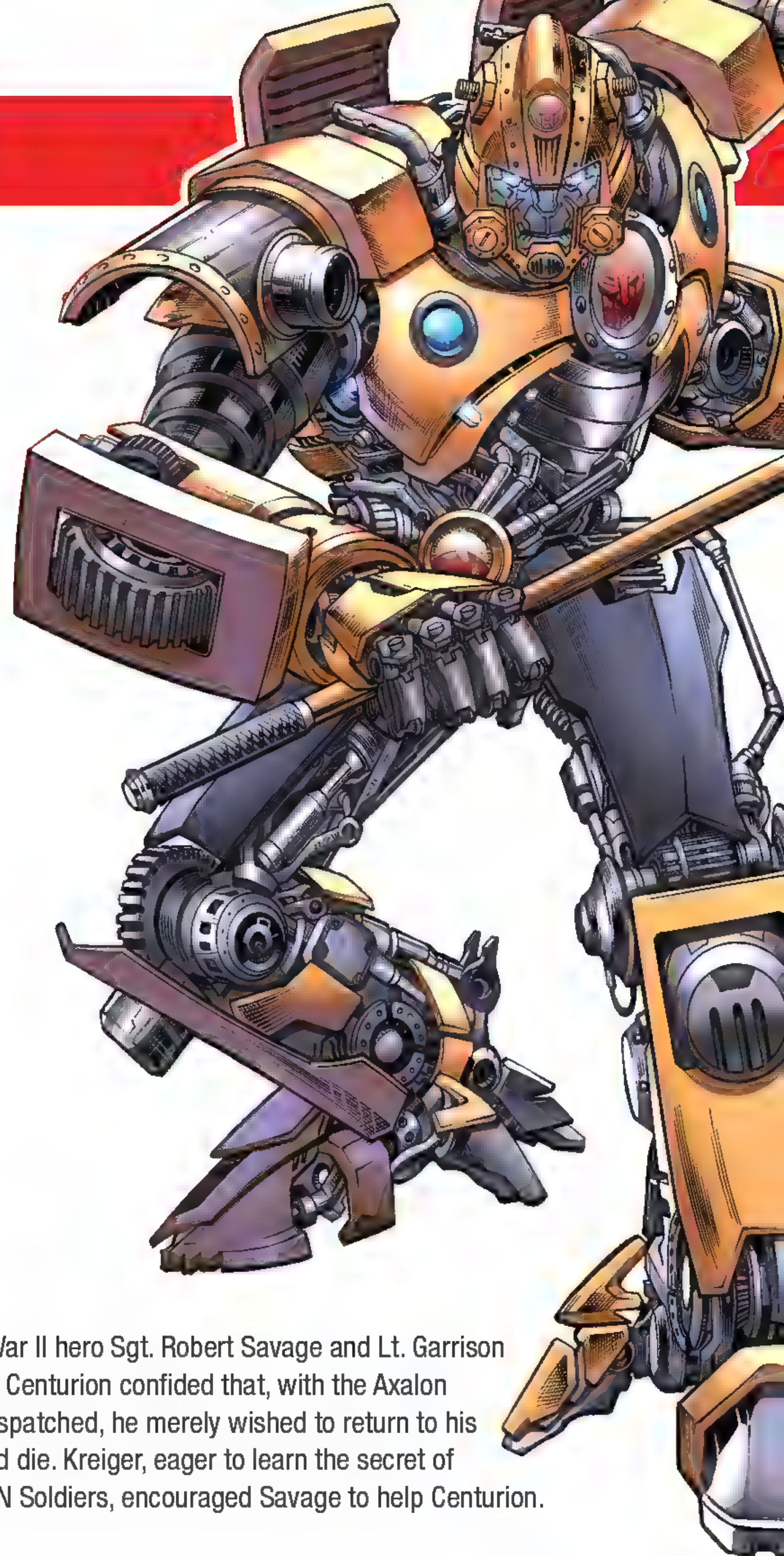
When Centurion regained consciousness, he saw a transmission—bounced off Shockwave’s own vessel—from the Autobots Optimus Prime and Bumblebee. Centurion was confused as to his own identity. This inspired Shockwave to set up a cruel experiment, convincing the Axalon’s crew they were key Cybertronian figures, and even developing a crew member into an approximation of his own emotionless form. Centurion believed himself to be Bumblebee.

These ersatz Autobots and Decepticons battled one another, with Shockwave’s watchful eye recording their strategies for future reference. Eventually, the Eukarians ran short of energon and fell into stasis lock. Shockwave was subsequently attacked by the Autobots special missions force, the Dynobots, and all of them were trapped in a volcanic eruption until the 21st century.

The crew of the Axalon, however, awoke in the late 19th century. “Bumblebee” was the first, and he quickly discovered the planet had changed—humans had come into existence and created an industrial society. “Bumblebee” befriended a human rail-worker named John Henry, who would later go on to be a legendary figure. The “Decepticons” from the Axalon had also awoken and made a deal with unscrupulous humans in an effort to generate an energon substitute. “Bumblebee” and the “Autobots” took on industrial-age alt-modes and defeated the “Decepticons.” “Bumblebee” also befriended inventor Tobias Muldoon, who later helped them do battle with an extra-dimensional creature.

By the outbreak of World War I, the Eukarians number of had been thinned, and they had begun to realize they were not who they believed themselves to be. Several of their number perished in an attempt to locate the Talisman. Centurion, disillusioned with life on Earth after seeing his friends age and die—and witnessing the application of industrial technologies to warfare—was present when “Optimus Prime” died.

Confused and enraged, Centurion dedicated his life to tracking down the remaining Eukarians on Earth, a mission confused by the emergence of Talisman-derived mechanical drones, dubbed “IRON Soldiers.” While destroying the Eukarian “Shockwave,” Centurion was discovered by



World War II hero Sgt. Robert Savage and Lt. Garrison Kreiger. Centurion confided that, with the Axalon crew dispatched, he merely wished to return to his ship and die. Kreiger, eager to learn the secret of the IRON Soldiers, encouraged Savage to help Centurion.

Upon their arrival, the ship was attacked by IRON Troopers who caused (by unknown means) the Axalon to vanish with Savage inside. Alone with Kreiger, the psychologically vulnerable Centurion fell under Kreiger’s thrall, becoming enmeshed in a conspiracy that lasted until the 21st century, when Centurion was sent to fight the team known as the Revolutionaries—one of whom, Garrison Blackrock, was another former servant of Onyx Prime. Seeing a kindred spirit, Centurion took the aid offered by the Revolutionaries and relocated to Autobot City.

Height: 26'

Weight: 14 tons

Eyes: Blue

Hair: None

Strength level: Centurion has above-average strength for a Cybertronian/Eukarian of his build, but he has subsisted on sub-par energon substitutes for 150 years.

Unusual powers: Centurion possesses the normal Cybertronian ability to change forms between “robot” and “alt-mode.” As a Eukarian, his natural alt-mode is bestial: a dinosaur-like space monster. But upon awakening in industrial-era America, he took the form of a locomotive, a streetcar, and later a motorcar.

Weapons: Centurion is highly trained in ranged and melee weapons, as part of Onyx Prime’s Expeditionary Force. After killing the Eukarian Shockwave, Centurion took his gatling-gun arm and converted it into an built-in over-the-shoulder weapon.

BRYCE CHAN

Real name: Bryce Chan

Occupation: Quartermaster

Legal status: Citizen of the United Kingdom with no criminal record

Place of birth: Cambridge, England

Marital status: Single

Known relatives: None

Group affiliation: Action Man Programme, a sub-directorate of the British Secret Intelligence Service

Current base of operations: SIS Headquarters, London

First appearance: *Action Man* #1

History: Bryce Chan grew up in the outskirts of Cambridge, England, and showed an early aptitude toward technical matters: video games, computer programming, electronics, robotics, and explosives. His parents encouraged his interests, and from an early age he developed a rather high opinion of himself.

At age 12, Bryce picked up a friend's tennis racket while waiting for the friend to finish practice. Bryce proved to be a natural, and went on to win several local tournaments. He was prominently featured on a popular national television show—but Bryce stopped playing at age 13, bored with the sport.

Chan attended the University of Nottingham where he was recruited by Action Man Programme quartermaster Professor Ernst Sinclair. Bryce became part of Tech Division, and grew to be—much to the irritation of the other members of Tech—Sinclair's protégé.

When Ian Noble broke into Action Man headquarters and subsequently enlisted in Tech Division, Noble found his unusual method of gaining employment caused resentment amongst the staff. With this resentment in common, Noble and Chan became friends. Chan helped Noble acclimate to a military/espionage environment, and Noble was a reasonably good student.

Within a few years, Professor Sinclair died of a heart attack. Director Pauline Bestley promoted Chan to quartermaster, making him the youngest division head in A.M.P. history. Not long after, Noble unexpectedly took on the mantle of Action Man. While usually quite devoted to his job, his friendship with Ian led Chan to help track down A.M.P. arch-nemesis Doctor X, despite orders to leave the situation alone.

Chan was framed as a traitor by Head of Intelligence Mercy Gale, herself secretly Doctor X. Noble believed his friend had turned, even reporting the problem to Director Bestley, who attempted to arrest Chan. The ruse was quickly sorted out, and Chan remains quartermaster.

Chan ostensibly forgave Noble's lack of trust, though it remains to be seen to what degree Chan might feel resentment toward his friend. Nevertheless, the two remain in a working relationship, though Chan advised caution when Noble's investigations during the "Revolution" led to a full-on attack of G.I. Joe Headquarters in Governors' Island. The mission was a success, and Noble rescued a Cybertronian named Kup, who began working with A.M.P. as an independent contractor.

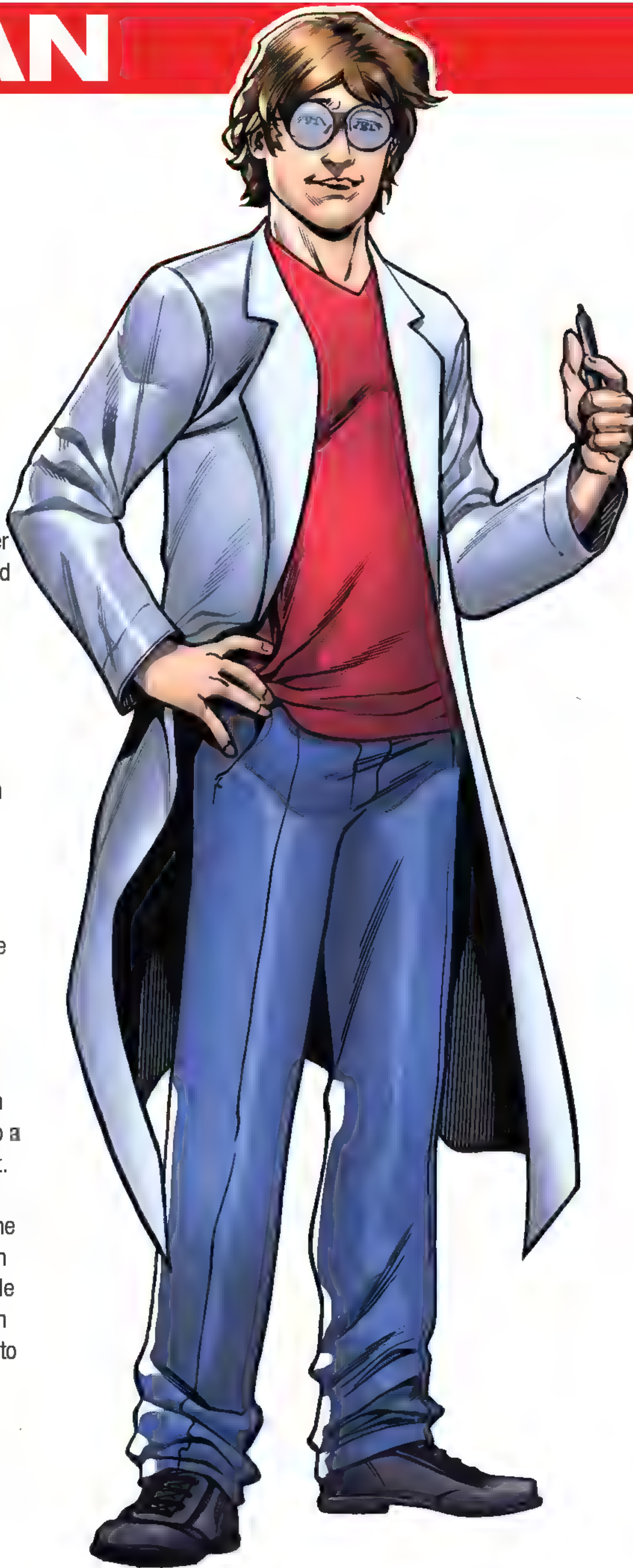
Chan views quartermaster as the most important position in the A.M.P., believing the position of Action Man is a delivery system for tech division's inventions.

Height: 5' 5"

Weight: 125 lbs

Eyes: Brown

Hair: Dark brown



Strength level: Bryce Chan has average strength and agility for a man of his age, height, and build.

Unusual powers: While operating within the limits of baseline humans, Chan is extremely intelligent, a master of computer programming, and a skilled inventor. He's also a wiz at tennis, but hasn't played in more than a decade.

Weapons: He is trained in all NATO weapons, though demonstrates no particular interest in them, and has designed countless classified S.I.S. weapons and gear, of which he is the world's foremost expert.

GENERAL JOE COLTON

Real name: Joseph B. Colton

Occupation: General, United States Army

Legal status: Citizen of the United States of America

Place of birth: Central Falls, Rhode Island

Marital status: Single

Known relatives: None

Group affiliation: G.I. Joe

Current base of operations: Governor's Island

First appearance (historical): *G.I. Joe* (1982) #86

First appearance (this continuity): *G.I. Joe* (2012) #1

History: Born in Central Falls, Rhode Island, Joseph B. Colton demonstrated a preternatural skill for leadership, one that even as a young child he hoped to use in service of his country. With the inspiration provided by World War II legend Sgt. Robert Steven Savage, this desire—along with a tireless work ethic, bottomless reserves of stamina, gifted levels of athleticism, and, most importantly, a refusal to ever give up or quit—led Colton to graduate from the United States Military Academy at West Point with the highest honors.

Post graduation, Colton, due to his distinguished record and expert marksmanship, was selected for the Green Berets, where he continued to serve his country with the flawless dedication that has always defined him. Covert operations were nothing new for Colton, so he was later a natural fit for the Adventure Team, a group assembled to combat the threats that were beyond the capabilities of the traditional military establishment. It was during this time that Colton received the codename G.I. Joe.

Though the original Adventure Team fell by the wayside, the group's success inspired the creation of a new group, one commissioned by the highest echelons of the United States government, tasked to operate in secret and protect America at all costs. Not only was Colton handpicked to lead this group, but he even lent the program his old Adventure Team codename: G.I. Joe.

As the head of the G.I. Joe program and team, Colton spent more time than he would have liked sitting behind a desk, negotiating budgets with senators and bureaucrats. But whenever the need arose, whenever his country needed him, Colton was the first to leap into the fray and put his Green Beret training to use.

With the arrival of the massive, frighteningly powerful Cybertronians, the world changed dramatically, as did Colton's view of it. He watched his primary objective grow from not merely protecting America from other threats on Earth, but the increasingly powerful and domineering entities that have begun to call it their home.

Most recently, a Dire Wraith posing as Colton was destroyed by Rom, setting off the events of the "Revolution." The details behind Colton's replacement are shrouded in mystery.

Height: 6'1"

Weight: 190 lbs

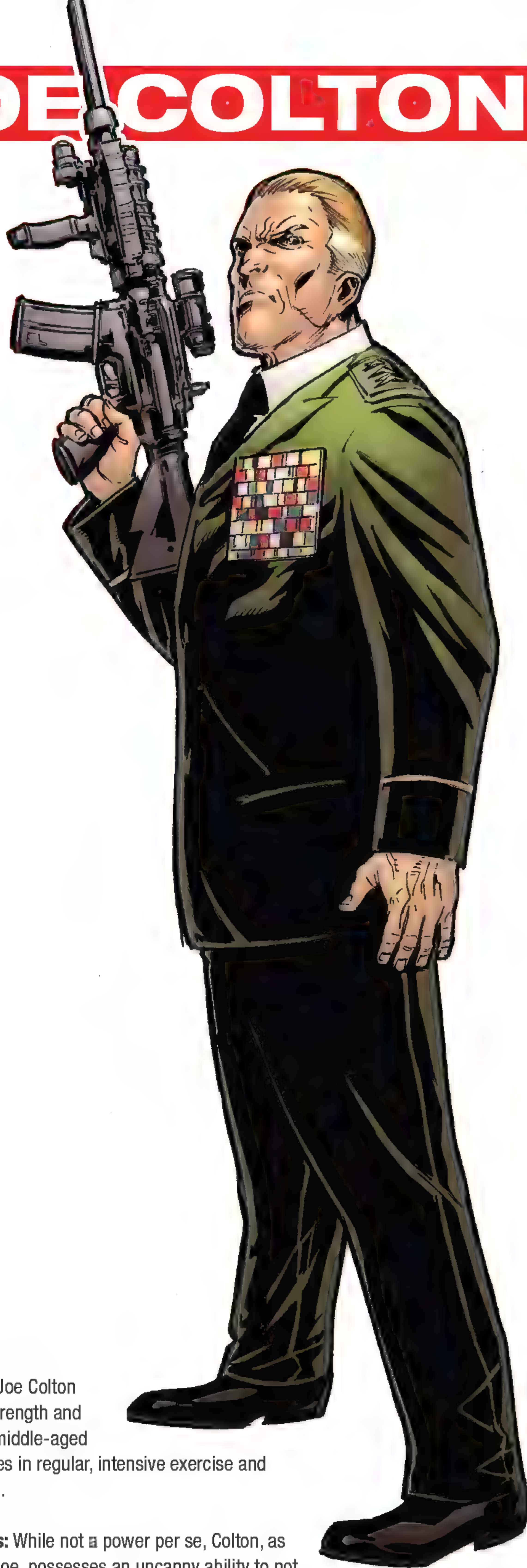
Eyes: Brown

Hair: Brown with greying temples

Strength level: Joe Colton possesses the strength and endurance of a middle-aged man who engages in regular, intensive exercise and personal training.

Unusual powers: While not a power per se, Colton, as the original G.I. Joe, possesses an uncanny ability to not only lead men and women, but to inspire them. It is through his leadership and shining example that the G.I. Joe team has been able to accomplish feats and conquer threats that would have ordinarily been outside the abilities of mere humans.

Weapons: As a former member of the Green Berets, Colton is an expert in all small arms, rifles, and hand-to-hand combat. He is also competent in standard Army vehicles, as well as the specialized machinery utilized by the G.I. Joe team.



COVER GIRL

Real name: Courtney A. Krieger

Occupation: Specialist E-4, Army

Legal status: Citizen of the United States of America

Place of birth: Peoria, Illinois

Marital status: Single

Known relatives: None

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance (historical): *G.I. Joe* (1982) #16

First appearance (this continuity): *G.I. Joe* (2009) #7

History: Though she did well in school and excelled in sports in her hometown of Peoria, Illinois, Courtney Krieger was always valued for one thing above all else: Her appearance. After being voted both homecoming and prom queen all four years of high school, she eventually decided to listen to the advice that seemingly everyone gave her: "You should be a model."

She gravitated, at first, to nearby Chicago, where she excelled in print modeling. However, it wasn't long before her work caught the interest of a New York fashion agency that promptly signed her, flew her out and helped her embark upon a career in runway modeling. But after several years traveling the world, making a living on her looks alone, Krieger felt unfulfilled.

Knowing that she was more than just a pretty face and that eventually, she would no longer be the hot new thing, Krieger began to look for a new career, one that would allow her to put her intelligence and athleticism to better use. Her search led her to the United States Army.

Perhaps as a way of playing against type, Krieger eschewed the more delicate aspects of military service—she had no desire to sit behind a desk or a computer. Instead, she chose to get her hands dirty, becoming an expert in armor and armored fighting vehicles, displaying a particular fondness for steering heavy machinery into combat.

Her exemplary service soon brought her to the attention of the G.I. Joe program, which offered her an opportunity to serve her country in an even more profound way. Though the newly christened Cover Girl has maintained her stunning good looks and even pays homage to her past career with her callsign, she revels in the grittiest, dirtiest parts of her role as G.I. Joe's finest driver and mechanic.

Height: 5' 10"

Weight: 127 lbs

Eyes: Blue

Hair: Strawberry blonde

Strength level: Cover Girl possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

Unusual powers: While not a special power per se, it would be disingenuous not to mention Cover Girl's incredibly good looks. Rather than simply relying on them as a femme fatale or undercover agent, however, they seem to have driven Cover Girl to excel in other areas of military work—ones that might seem stereotypically at odds with her glamorous appearance.

Weapons: Cover Girl is proficient in all standard Army weaponry, but displays a particular fondness and enthusiasm for heavy vehicular machinery, anti-armor and anti-tank munitions.



CRYSTAL BALL

Real name: Unknown

Occupation: Psychological tactician

Legal status: Unknown

Place of birth: Unknown

Marital status: Unknown

Known relatives: None

Group affiliation: Dreadnoks, Cobra

Current base of operations: Hohhot, Inner Mongolia

First appearance (historical): *G.I. Joe Special Missions* (1986) #24

First appearance (this continuity): *Cobra II* (2010) #2

History: Little is known of the man that goes by the name Crystal Ball. Over the course of his affiliation with Cobra, he has spoken at length about his origins and past, but all of those stories remain unreliable. Not only is there no tangible evidence to back up any of Crystal Ball's claims, but many of his purported backstories directly contradict one another.

He has, in the past, claimed, among other things, to be the heir to a proud Roma mystical tradition—the seventh son of a seventh son, born to a Romanian father and an American mother. But without marriage records, birth certificates or even social security numbers to back up this story, it's quite possible that it is only a feint, a deliberately constructed piece of the psychological games in which Crystal Ball excels.

Similarly, Crystal Ball's claims that he possesses mystical powers bestowed upon him by a forgotten and forbidden caste of priests in India also cannot be substantiated. In fact, Crystal Ball's alleged magical powers have always been merely that: Alleged. His claims of supernatural abilities were merely a smokescreen, used to distract his subjects from his meticulously applied knowledge of the human psyche.

Crystal Ball quickly became an invaluable—if somewhat inscrutable—part of Cobra, able to question enemy combatants so deftly that they have been known to give up everything without even realizing they were being interrogated. More recently, however, Crystal Ball has branched out, establishing himself as the spiritual leader of the outlaw motorcycle gang, the Dreadnoks.

With the Dreadnoks at his beck and call, Crystal Ball now possesses the muscle and firepower to accomplish almost any scheme that his calculating brain might devise. In addition, while they could very likely still be part of his ongoing ruse, Crystal Ball has begun to exhibit what some onlookers have characterized as a mystical, hypnotic control over his followers.

Height: 5' 8"

Weight: 170 lbs

Eyes: Brown

Hair: Brown

Strength level: Crystal Ball possesses the strength and endurance of an adult man who engages in irregular and infrequent exercise and conditioning.

Unusual powers: Crystal Ball is notable for two specific skill sets, both of which are made more considerable and

insidious due to confusion over where one ends and the other begins. The first is his masterful ability to manipulate people not only into thinking exactly what he wants, but to believe it was their own idea. And the second are his much-ballyhooed mystical powers—powers whose existence have yet to be confirmed or denied.

Weapons: Crystal Ball has rarely, if ever, been seen wielding traditional weaponry, and it should be assumed that he has no particular proficiencies in that arena. He instead chooses to rely on his twisted, brilliant intellect and the support of those who have fallen under his sway.



DOC

Real name: Carla Greer

Occupation: Captain O-3, US Army

Legal status: Citizen of the United States of America

Place of birth: Baltimore, Maryland

Marital status: Single

Known relatives: Carl Greer (AKA Doc Sr., Father)

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance (historical): *G.I. Joe Reloaded* (2004) #1

First appearance (this continuity): *G.I. Joe* (2013) #1

History: Carla Greer grew up in the shadow of a legend: Her father, G.I. Joe's most revered medic, Doc. But being the daughter of one of the country's finest doctors, who also happens to be a member of the nation's most elite fighting force didn't get Greer down. Rather, it inspired her to follow in her father's footsteps.

Excelling in science and mathematics, Greer was given a full-ride to John Hopkins University, where she received her undergraduate education and completed medical school. From there, she traveled to Detroit, where she completed her residency in one of the city's most underserved hospitals. But it still wasn't enough for her.

Like her father, Greer wanted to do something bigger with her medical knowledge and so, with an eye toward joining G.I. Joe, she enlisted in the United States Army. After graduating at the top of her class from the Army Medical Department Officer Advanced Course, she was welcomed into G.I. Joe as the unit's first legacy member.

Greer enthusiastically took on her father's codename as well as his role as primary field medic, allowing Doc Sr. to settle into his role as Chief Medical Officer, manning the sick bay in G.I. Joe's underwater base, *Lemuria*. Like her father, Greer is a pacifist, but won't hesitate to throw herself into danger's way if it means helping someone else.

Recently, Doc Sr. fell into a coma during a lab accident, but not before revealing himself to be a shapeshifting Dire Wraith. While it remains unclear when the human Doc Sr. was replaced—or if he ever was human—the G.I. Joe team is playing it safe with the younger Doc, having restrained her and placed her under heavy guard.

Height: 5' 7"

Weight: 144 lbs

Eyes: Brown

Hair: Black

Strength level: Doc Sr. possesses the strength and endurance of an adult woman who engages in moderate exercise and personal training.

Unusual powers: As a Dire Wraith/Human hybrid, Doc can emit energy blasts and possibly also possesses other as yet unstudied abilities.

Weapons: As a Captain in the United States Army, Doc is proficient in all standard personal armaments, but as a pacifist and medical officer, she rarely, if ever, picks them up. In the field, she typically carries a high-tech medical scanner which is also capable of emitting a brief forcefield.



DOC SR.

Real name: Carl Greer

Occupation: Captain O-3, US Army

Legal status: Citizen of the United States of America

Place of birth: Concord, Massachusetts

Marital status: Widower

Known relatives: Carla Greer (AKA Doc, Daughter)

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance (historical): *G.I. Joe* (1982) #11

First appearance (this continuity): *G.I. Joe: Hearts & Minds* (2010) #2

History: Growing up in Concord, Massachusetts, Carl Greer's path was always clear: He wanted to become a medical doctor. To that end, he attended Harvard University for both undergraduate as well as medical school and subsequently completed his residency at the renowned Johns Hopkins School of Medicine. It was during this time that he met and married his wife, who soon after gave birth to their daughter, Carla.

Greer, wishing to have as much of a positive impact on the world around him as possible, decided that just being a regular doctor wasn't enough for him. He figured that the most appropriate use for his considerable skills was within humanity's best hope for combatting terror and oppression: G.I. Joe. Greer enlisted in the Army with the specific end goal of joining the elite fighting force.

After reaching the rank of Captain—having participated in Airborne School, Mountaineering School and the Desert Training Unit—G.I. Joe came calling for Greer. Under his new codename, Doc adhered strictly to his pacifist beliefs, though he was utterly fearless when it came to rushing into the thick of battle to save one of his fellow Joes.

Eventually, a time came when Doc was no longer G.I. Joe's only medic, as he was joined by another incredibly capable doctor: His daughter, Carla. As Carla assumed the codename Doc and took over his role as primary field medic, Carl amended his codename to Doc Sr. and began spending more time back at G.I. Joe's base of operations, *Lemuria*, where he led and maintained the organization's medical unit.

Recently, Doc, Grand Slam and Skywarp found themselves subjected to a massive explosion inside Lemuria's technical research facility. Doc, as always, willingly put himself at risk to save his teammates, but in doing so, revealed his secret identity as a shape-shifting Dire Wraith. Doc, in his Dire Wraith form, is currently stabilized in a coma, but it remains unclear when or how he was replaced—or if there ever was a human Doc.

Height: 5' 11"

Weight: 195 lbs

Eyes: Brown

Hair: Black

Strength level: Doc Sr. possesses the strength and endurance of an adult man who engages in moderate exercise and personal training.

Unusual powers: As a disguised Dire Wraith, Doc Sr. possesses several as yet unstudied abilities, including, but not limited to: Energy projection, prehensile extremities and shape-shifting.

Weapons: As a Captain in the United States Army, Doc Sr. is proficient in all standard personal armaments, but as a pacifist and medical officer, he rarely, if ever, picks them up.



DOCTOR X

Real name: Mercy Gale

Occupation: Criminal mastermind

Legal status: Citizen of the United Kingdom; wanted for international terrorism

Place of birth: Manchester, England

Marital status: Single

Known relatives: None

Group affiliation: Head of an international crime cartel; partner with the Red Shadow ninjas; ally of Baron Ironblood; former member of MI6 and the Action Man Programme

Current base of operations: Unknown

First appearance (historical): 1993 toylines

First appearance (this continuity): *Action Man* #1

History: After graduating from King's College, Cambridge with a specialization in game theory, Mercy Gale was recruited by MI6. Gale excelled at her duties and within five years found herself headhunted by Director Patrick Cain to join the elite Action Man Programme.

It took only 10 months for Gale to be made head of intelligence for the Programme, directing the missions of then-Action Man Michael Brogan. Working alongside quartermaster Professor Ernst Sinclair, Gale sent Brogan against international terrorist/crime organizations including Cobra, the Coil, the Machination, Baron Ironblood, and most frequently the criminal known as Doctor X.

Despite a solid record of "wins," Gale found the A.M.P. to be reactive—putting out fires rather than affecting real change. But during a routine mission at Newcastle College, Action Man inadvertently—and without his knowledge—caused the death of Doctor X. Gale discovered the body, and took advantage of the opportunity.

Using her resources, she impersonated and eventually replaced Doctor X as head of his organization, while still running A.M.P. missions—working both sides against the other to alter the course of world events. It was at this time that the Cybertronian called Megatron invaded Earth. While worldwide the damages and death toll were catastrophic, the U.K. fared better than many other countries—perhaps thanks to Gale's actions.

As Doctor X, Gale built and maintained several secret bases and laboratories around the world, including a testing facility called The Chateau, run by The Professor.

Eventually Director Cain was replaced by Pauline Bestley, and Professor Sinclair by Bryce Chan—but Gale persisted in her dual agency. The end began when she organized the theft of an antimatter propulsion system. A young agent working in the tech division, Ian Noble, discovered the theft and tracked the antimatter reactor to Doctor X's secret base under the Thames, mere meters away from the Secret Intelligence Service Headquarters at Vauxhall Cross (where the A.M.P. was then based).

Noble infiltrated the base but was discovered, requiring Action Man's assistance. In the ensuing chaos, the reactor was set to overload, threatening the planet. Action Man sacrificed his life, piloting the vehicle into space where it exploded harmlessly. Ian Noble became the new Action Man, and Gale befriended him.

Gale sent the new Action Man on a mission to recover a codex stolen from the American spy group Operational Support, which led Noble on a trail that eventually uncovered Doctor X's secret Chateau. Noble was discovered—and the ensuing bloodbath unraveled Gale's carefully orchestrated plans.



Gale attempted to kill Action Man's handler, Agent Terrence Salmons, and convince Action Man to join her. Action Man refused, and he and Salmons battled Gale and the Red Shadows, led by the ninja Storm Shadow. In the end, Gale was evidently killed—but in reality she, Storm Shadow, and the Red Shadows escaped, teaming with Baron Ironblood to attempt to further alter world history.

Height: 5' 11"

Weight: 155 lbs

Eyes: Brown

Hair: Black

Strength level: Mercy Gale has significantly higher-than-average strength and agility for a woman of her age, height, and build.

Unusual powers: Gale's ability to strategize on the field and plan for multiple contingencies is extremely high, though within the range of human parameters.

Weapons: She is trained in all NATO weapons, as well as many classified S.I.S. weapons and gear. With several secret bases worldwide, her organization constantly innovates (and steals) high-tech gear.

DAVE DUBOSKY

Real name: David D. Dubosky

Occupation: U.S. Air Force Captain, military engineer, Dire Wraith spy, former astronaut, former G.I. JOE, codename: Countdown

Legal status: Citizen of the United States of America

Place of birth: Plainfield, New Jersey

Marital status: Single

Known relatives: Unknown

Group affiliation: U.S. Air Force, Dire Wraiths formerly G.I. Joe, formerly NASA

Current base of operations: Vandenberg Air Force Base, Lompoc, California

First appearance (historical): 1989 toyline

First appearance (this continuity): *Rom* (2016) #1

History: In his time, David Dubosky has been a brilliant engineer, an astronaut, and a member of the covert action team, G.I. Joe, using the codename “Countdown.” However, as high as Dubosky has soared in his career, he has also always flown a bit under the radar. Never a soldier in front of the action, Dubosky was instead content to make his moves from the sidelines.

Along the way, something changed.

Dubosky recently re-surfaced in a much more prominent way as an officer with the Earth Defense Command (EDC). Dubosky was called in after the alien cyborg known only as Rom arrived on Earth and appeared to kill multiple human soldiers. However, it was revealed that not only were the soldiers actually alien shape-changing invaders known as Dire Wraiths, but so was Dubosky himself.

Nothing is yet known of the circumstances that saw Dubosky replaced by a Wraith. Was the real Dave Dubosky killed or has he lived his whole life masquerading as human? All that is currently known is that Dubosky’s dog tags were discovered in the rubble at Mount Olympus in Greece. That site was the location of a large cache of the Cybertronian Ore-13, a supply that resulted in a massive explosion. Big Ben, a former G.I. Joe, and Action Man recovered Dubosky’s dog tags there. Big Ben died on the scene but there was no other sign of Dubosky.

Dubosky was reporting to General Joe Colton, who was also revealed to be a Dire Wraith and who was slain by Rom in the ensuing “Revolution”. Who Dubosky ultimately serves now remains to be seen but he has been sighted in the company of Wraith sorcerers and the mysterious Wraith entity known only as The Absence.

Dubosky has never shown surprise by Rom’s arrival and actions on Earth and indeed has been manipulating events for a purpose not yet revealed.

Height: 5’ 9”

Weight: 149 lbs

Eyes: Gray (Red when Dire Wraith is active)

Hair: Black

Strength level: Dave Dubosky possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

Unusual powers: Like other Dire Wraiths, Dubosky likely has enhanced strength, shape-changing abilities, increased durability, the ability to create wings and fly, the ability to create new Dire Wraiths through a palm-spike and magical abilities. He also has the ability to communicate telepathically with other Dire Wraiths while simultaneously withholding information from them. However, since he mostly maintains his human façade, the upper limits of these powers remain unclear.

Weapons: As a member of the United State Air Force, Dave Dubosky is proficient in standard military-grade guns, rifles, and knives. Additionally, he has helped develop weaponry including a directed EMP gun and a cell that keeps prisoners partially out of phase with our dimension.



DUKE

Real name: Conrad S. Hauser

Occupation: Sergeant Major E-9, US Army

Legal status: Citizen of the United States of America

Place of birth: St. Louis Missouri

Marital status: Widower

Known relatives: Aisha (wife, deceased)

Group affiliation: G.I. Joe

Current base of operations: The Pentagon

First appearance (historical): *G.I. Joe* (1982) #22

First appearance (this continuity): *G.I. Joe* (2008) #0

History: Growing up in St. Louis, Missouri, as a tall, athletic, handsome kid, Conrad S. Hauser experienced about as stereotypically All-American an upbringing as you could imagine. Hauser's love of country and desire to defend it led to his enlisting in the United States Army. While he excelled in all aspects of his military training, Hauser proved himself especially adept at unconventional warfare, with an uncanny ability to pick up foreign language and customs. These characteristics made him an obvious choice for the United States Army Special Forces.

Even in the crucible of Green Beret training, Hauser was, once again, a stand-out, and was eventually selected to actually become an instructor in Special Forces schools. It was then that Army brass began to take a notice of this young, dynamic, hyper-capable soldier and the loyalty he inspired amongst those he taught and fought beside. During this period, Duke was offered multiple officer commissions, but he turned them down, as he preferred to serve on the battle lines, not behind them.

That preference led to Hauser being stationed in the Middle East. During this period, Hauser's unit was targeted in a vicious attack, one that destroyed the vast majority of his unit. But Hauser's quick thinking and extensive training enabled him to save the lives of those that remained. It was this act of heroism that caught the eye of General Hawk.

Hawk recruited Hauser for a new military unit known only as G.I. Joe—it was an opportunity for the soldier to not only continue to serve on the front lines, but to protect his country in an even more profound manner. Now going by his codename, Duke, he worked with another of Hawk's recruits, Scarlett, to rescue the mute ninja Snake Eyes and defeat the terrorist known as Chimera. After serving as Hawk's second-in-command, Duke was eventually elevated to the leader of the Joe team.

More recently, G.I. Joe—and the entire planet—have been in flux, with the arrival of multiple alien species, as well as shocking new forms of technology. After seeing more loss of life, including that of the original G.I. Joe, Joe Colton, and becoming aware of the changes being brought to the Joe team, specifically the decision to make them an international organization, Duke decided to return to the traditional military, accepting the new rank of Sergeant Major and a new role as liaison between branches of the national and international military.

Height: 6' 1"

Weight: 205 lbs

Eyes: Blue

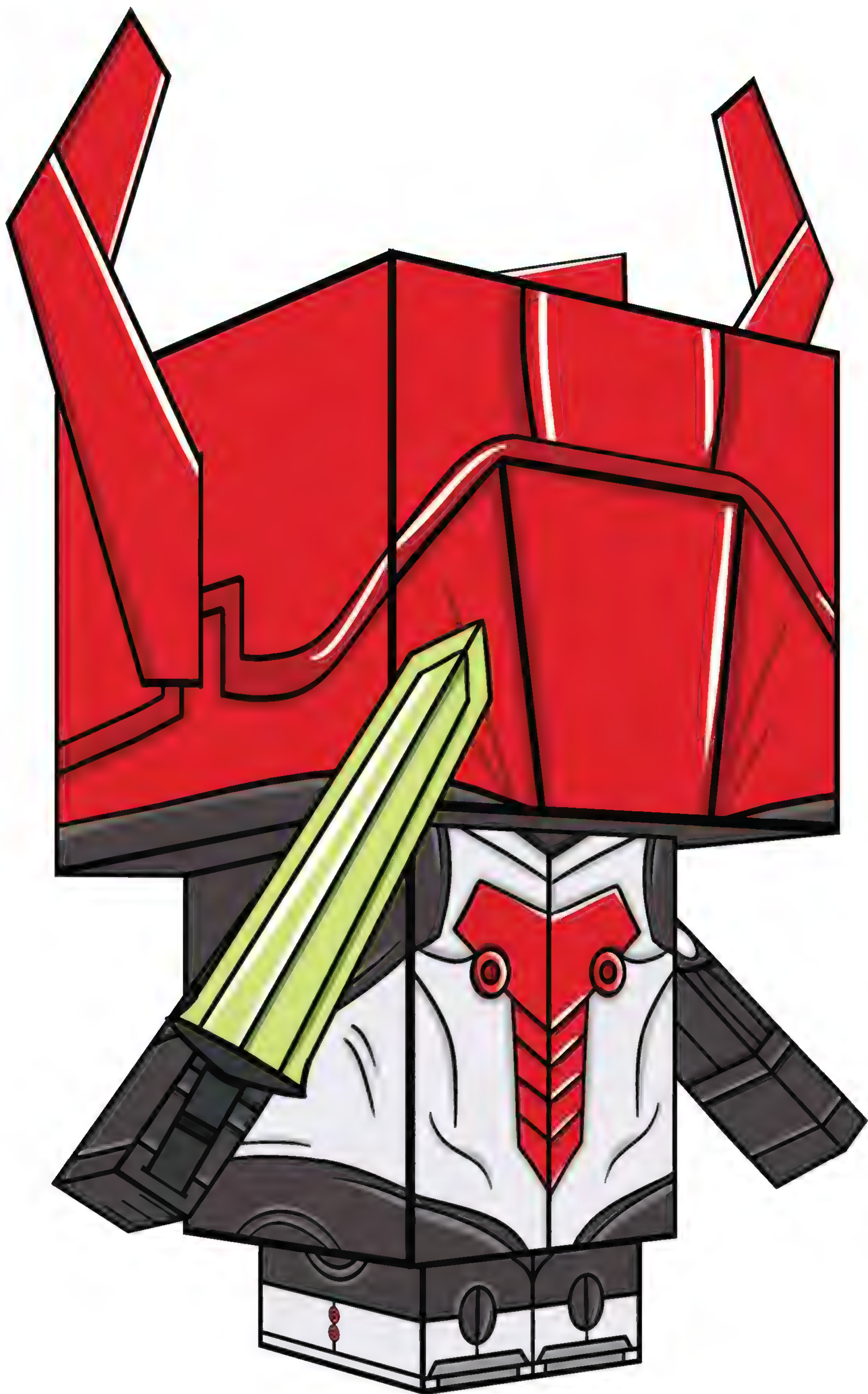
Hair: Blond

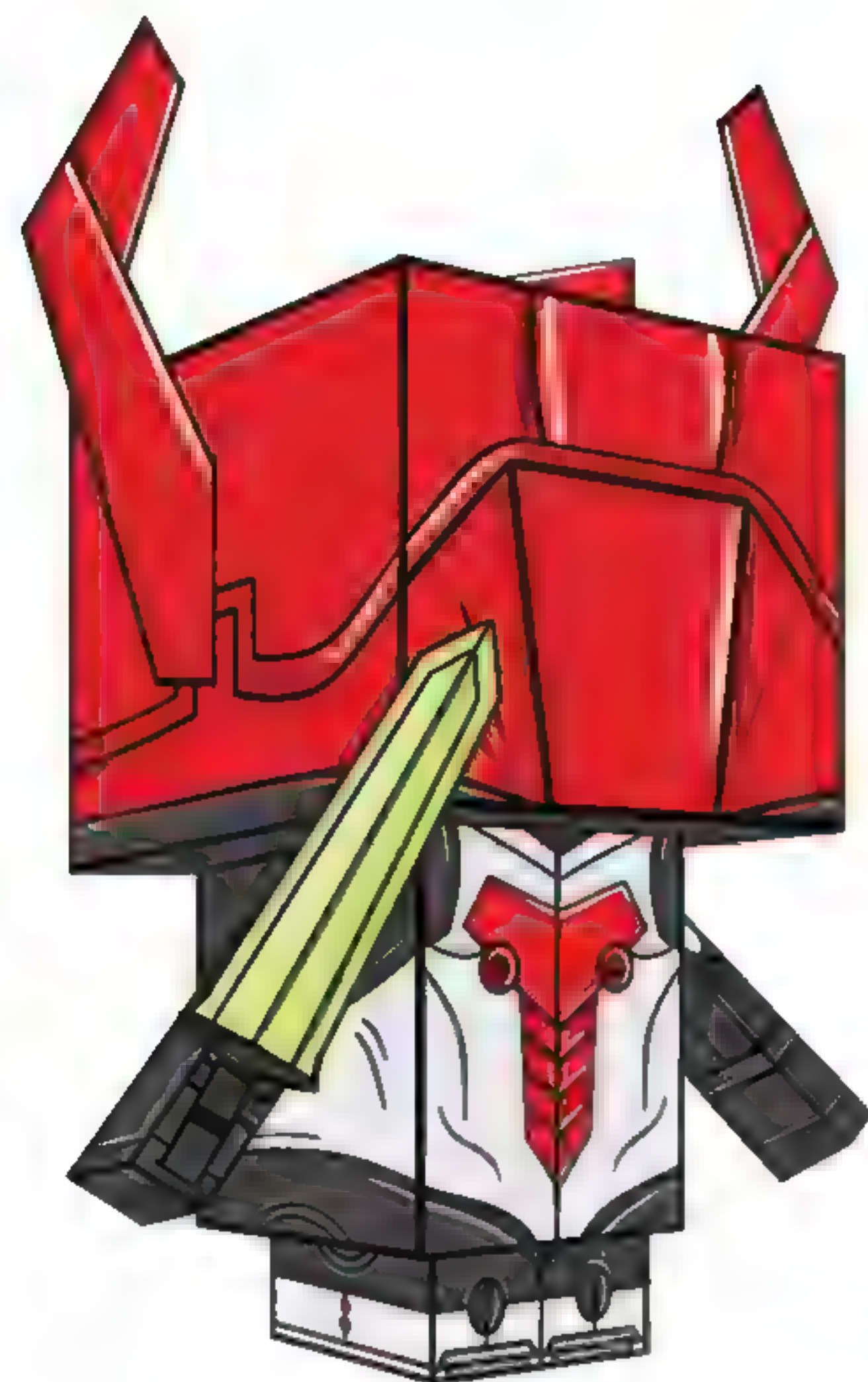


Strength level: Duke possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

Unusual powers: Though he does not have any special or unique powers, Duke remains notable due to the loyalty and bravery that he inspires in others. Whether as a gallant leader or a brother-in-arms, Duke brings out the best in those who serve with him, as they strive to rise to his level.

Weapons: Duke is proficient in all standard Army weaponry as well as unarmed combat.



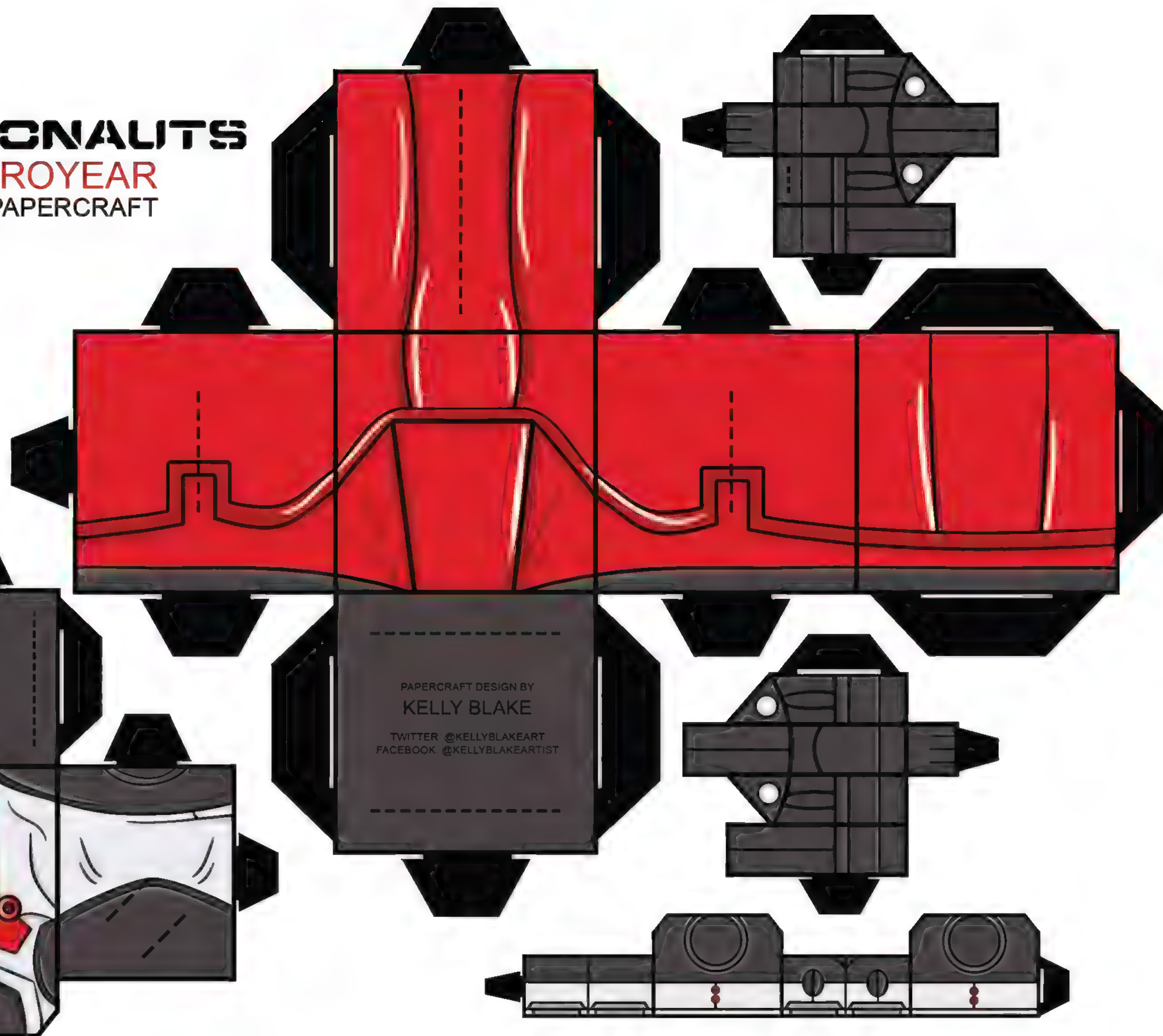


MICRONAUTS

ACROYEAR

3D PAPERCRAFT

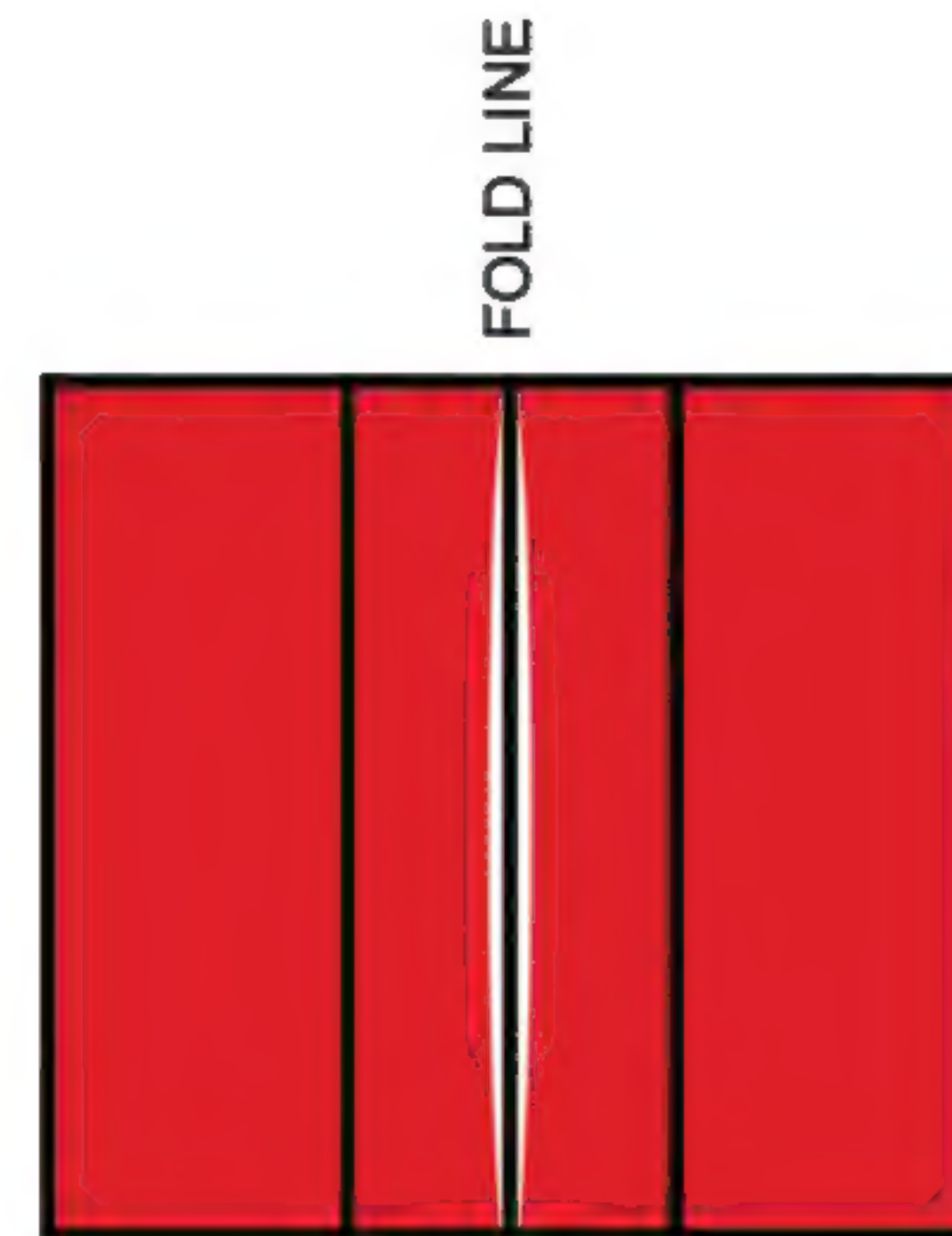
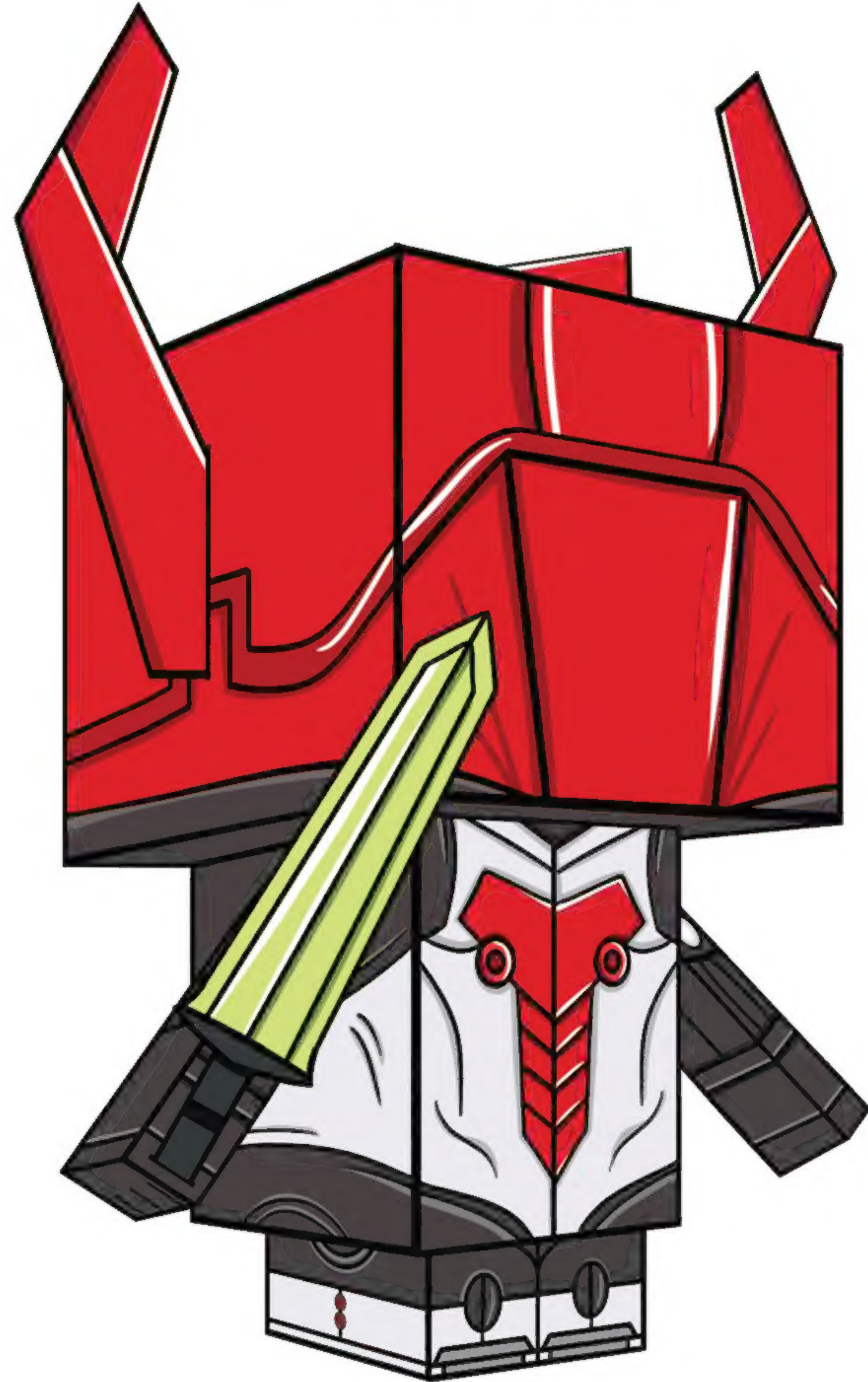
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MICRONALITS

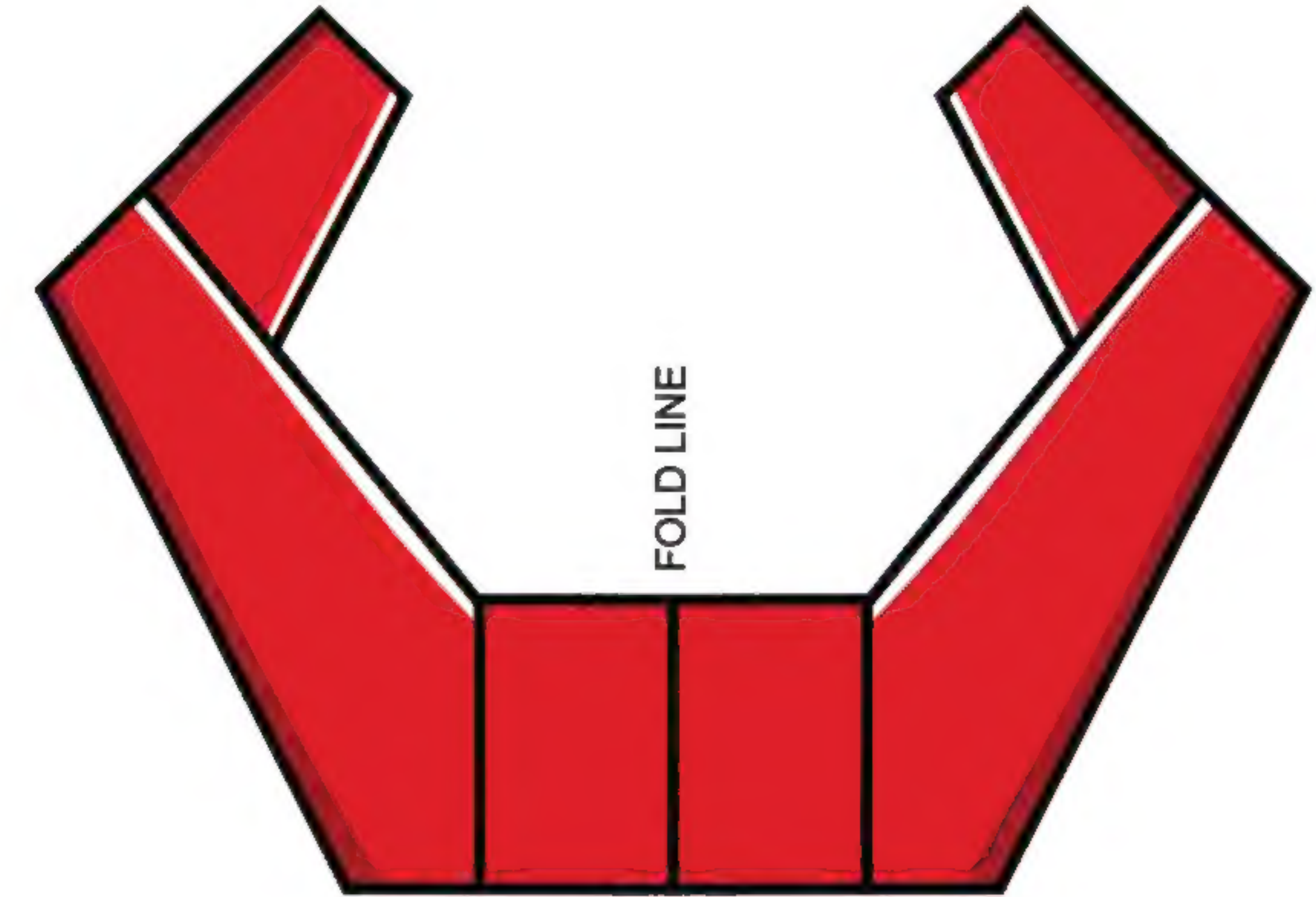
ACROYEAR

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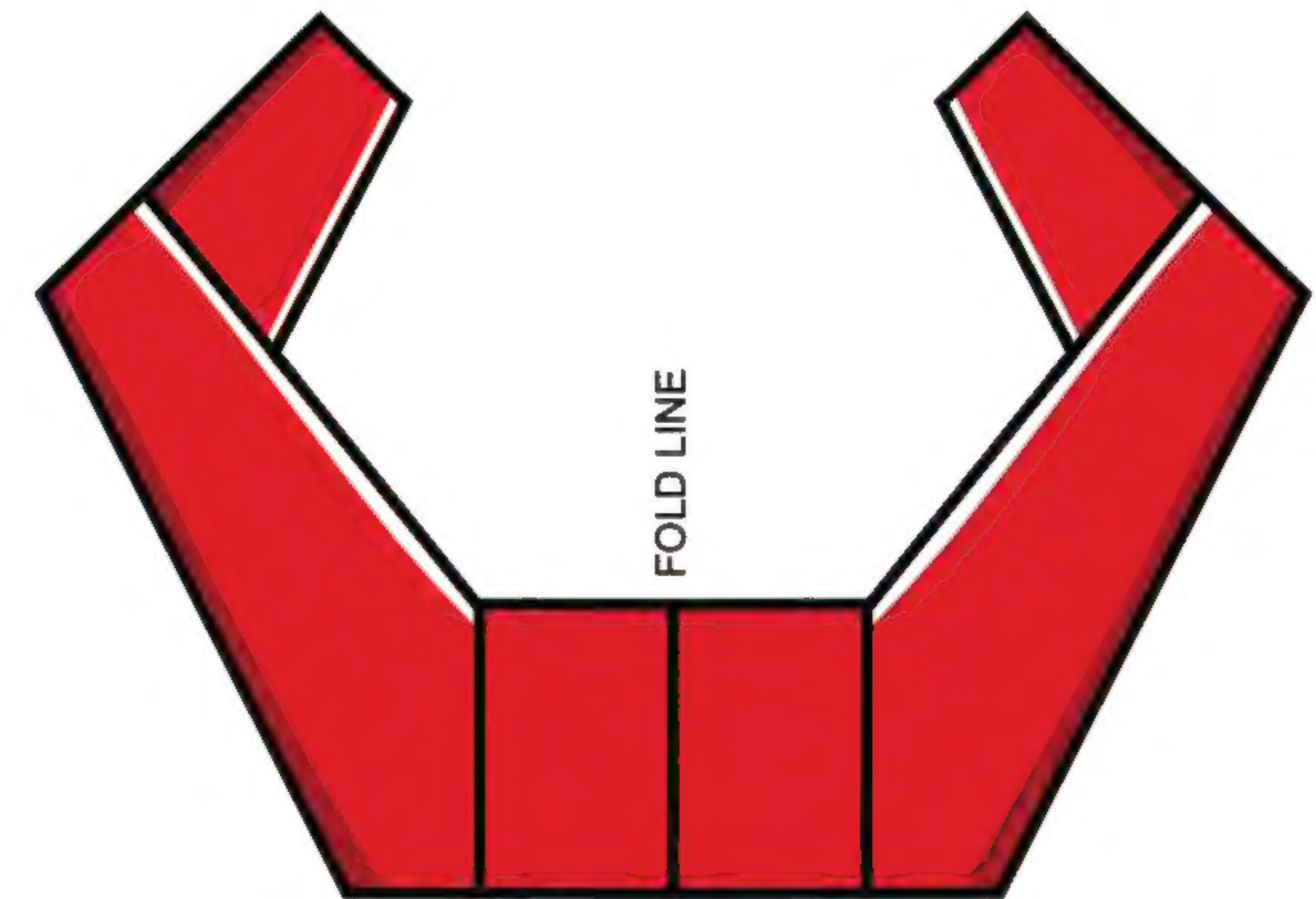


Helmet Top Peak

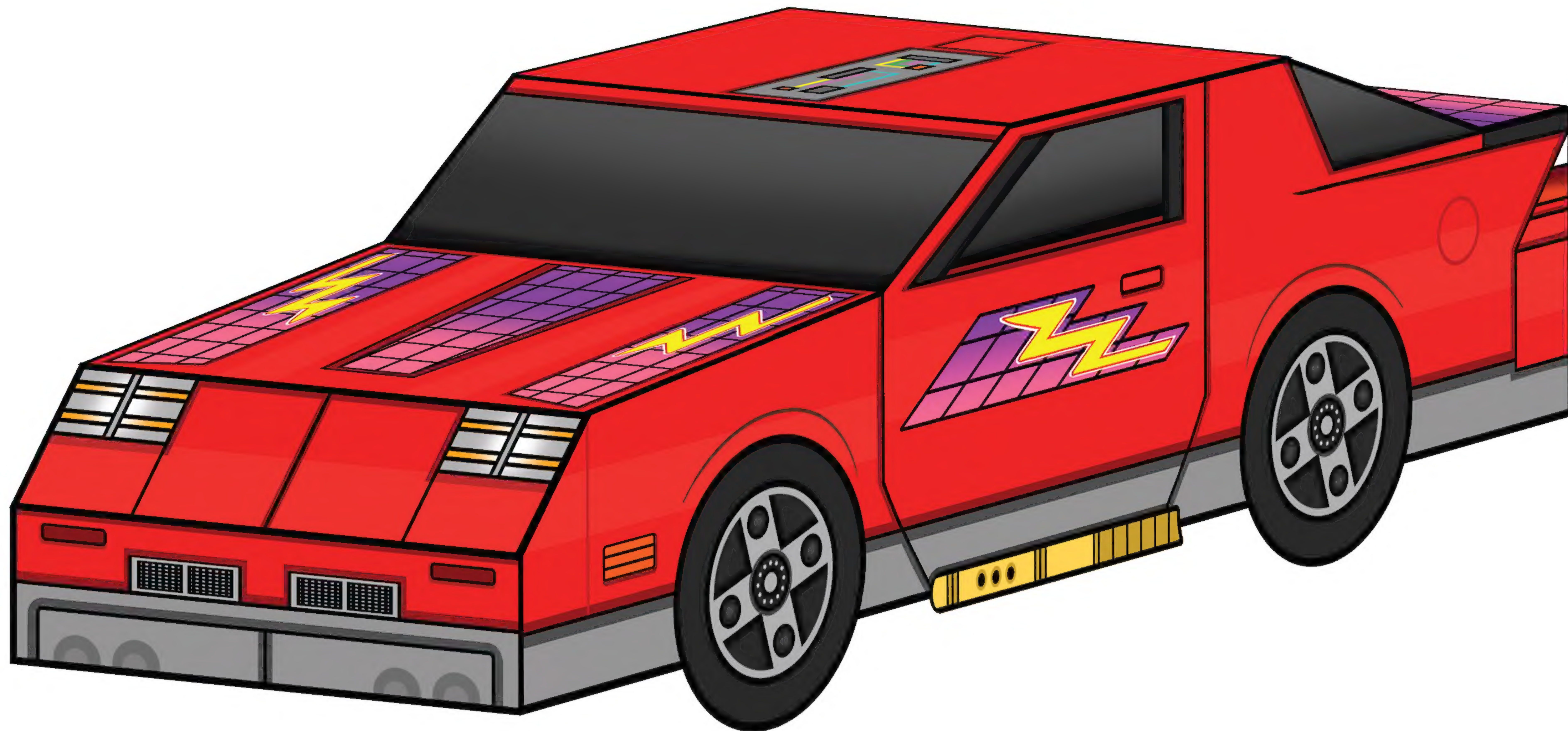
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Helmet Ears

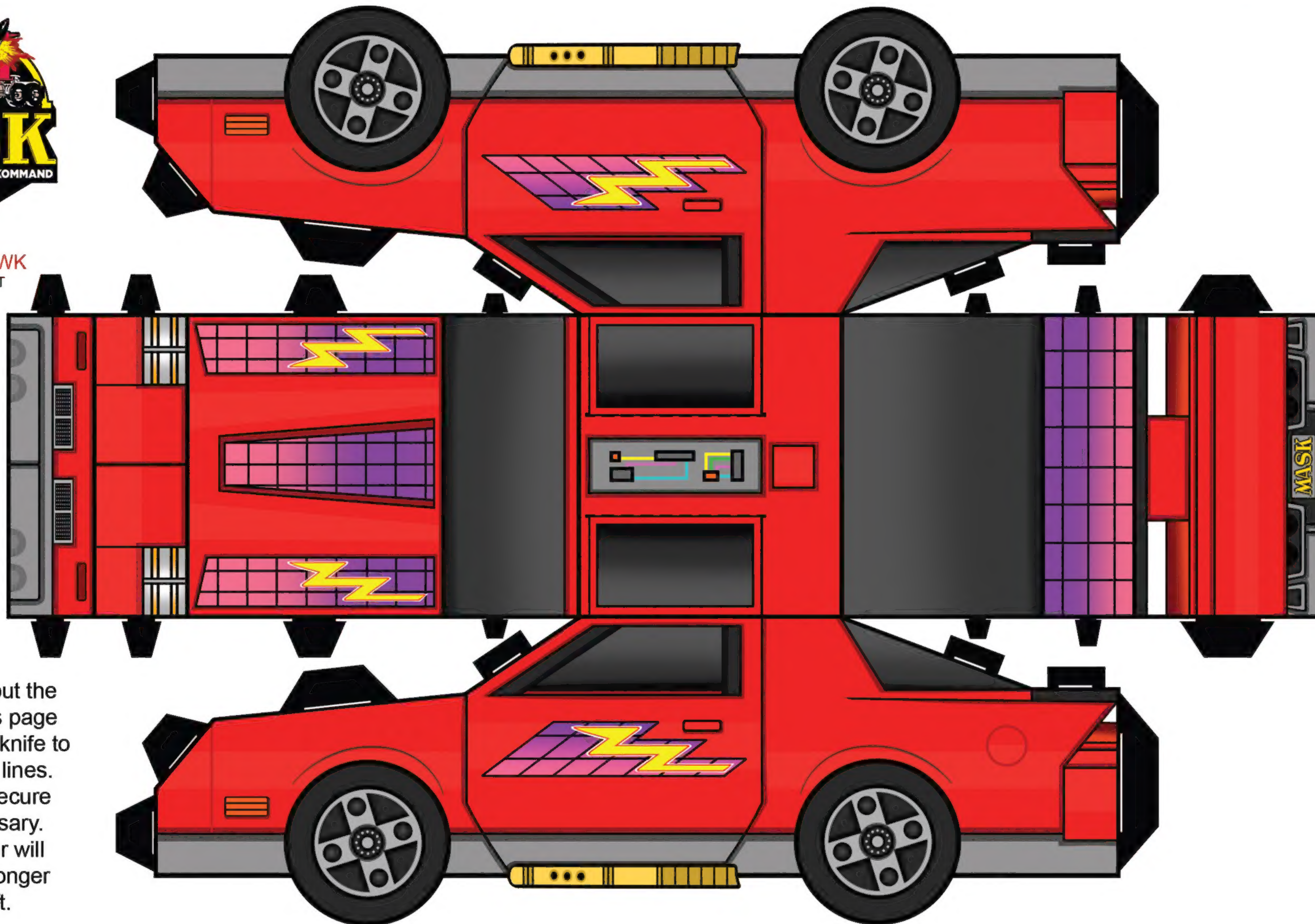


Helmet Ears

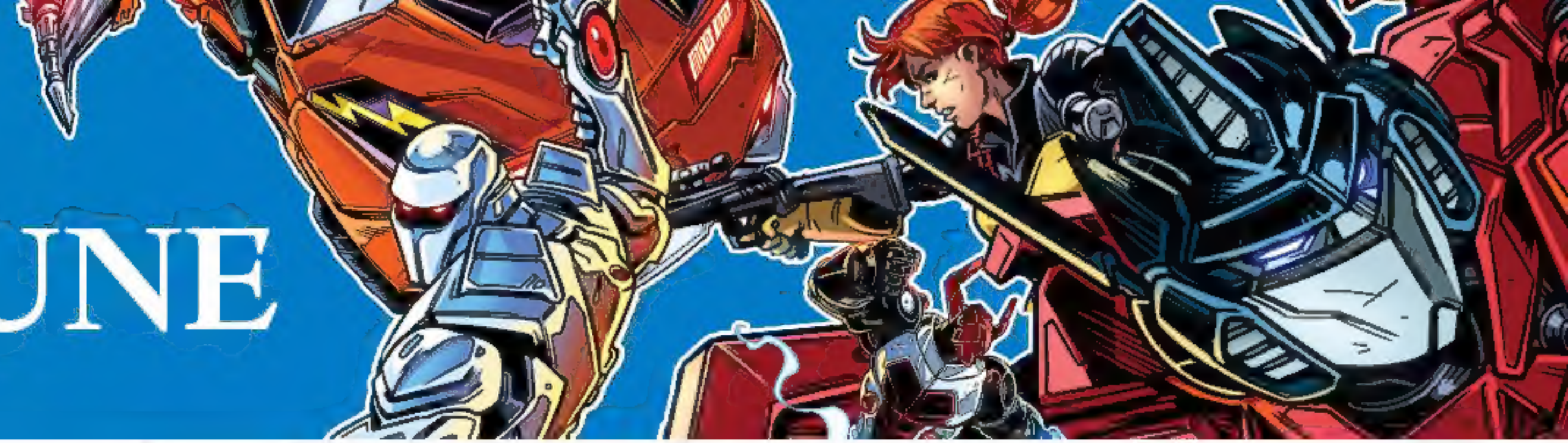




THUNDERHAWK
3D PAPERCRAFT



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WELCOME TO THE HASBRO UNIVERSE!

HASBRO UNIVERSE TITLES

MAY 2017

- G.I. Joe #6
- Hasbro Heroes Sourcebook #1
- M.A.S.K.: Mobile Armored Strike Kommand #7
- Micronauts: Wrath of Karza #2
- Optimus Prime #7
- Revolutionaries #6
- ROM #11
- Transformers: Lost Light #6
- Transformers: Till All Are One #10

JUNE 2017

- G.I. Joe #7
- Hasbro Heroes Sourcebook #2
- M.A.S.K.: Mobile Armored Strike Kommand #8
- Micronauts: Wrath of Karza #3
- Optimus Prime #8
- Revolutionaries #7
- ROM #12
- Transformers: Lost Light #7
- Transformers: Salvation
- Transformers: Till All Are One #11

Welcome back, IDW Faithful! This month, we're talking to writers **Chris Ryall** and **Christos Gage**, the writers of our ongoing *Rom* series, now going into its third major arc!



Tell us about yourselves!

CR: I'm one third of the *Rom* brain-trust, along with Christos and David Messina (and, at times, artist Paolo Villanelli); and I'm also the Chief Creative Officer at IDW, the place I've hung my Solstar helmet for the past 13 years. I'm also the writer of other things but, you know, let's keep the focus on *Rom*.

CG: I'm co-writer Christos Gage, writer of comics (*Buffy*, *Spider-Man*), TV (*Daredevil*, *Law & Order: SVU*), video games... pretty much anything my childhood authority figures told me was a waste of time.

From new allies in "Reinforcements" to new enemies like the Absence and the more monstrous Dire Wraiths teased at the end of last month's "Interlude," it seems there's always more being added to Rom's life. What are some of the additions and changes to Rom in "Long Roads to Ruin"?

CR: Well, we're going to meet Scylla and Charybdis, who are every bit as scary as you heard they were when you studied mythology. Only worse, because they're not mythological beings, they're Dire Wraiths... Of a sort. And they presage an even bigger problem. Also, formerly Wraith-infected human and formerly comatose amputee Camilla Byers is awake again... and now in for some even worse times.

CG: All along, we're learning more about what the Wraiths are up to here on Earth—what makes our planet different than the many others they've ravaged. And the more we find out, the worse it gets!

Starting with this issue #11, there will also be back-up stories about Rom and his former partner, Fy-Laa. Where did that story come from?

CR: That came from wanting to find space, no pun intended, to work with original *Rom* artist Sal Buscema, and Sal was up for inking a back-up story in each issue. I also want to explore some of the other Solstar Knights to greater degree than we're able to do with the Earth-bound story we're currently telling. And Fy-Laa's fate in these back-ups has resonance for a plot development with Darby in issue 11 and beyond as well.

CG: Sal's work is a massive part of why Chris and I love *Rom* so much; we would have done anything to work with him. But that aside, the Solstar Knights have a two-hundred-year history prior to the start of our series, and we enjoy revealing parts of it in places like these backups, our Annual, and the upcoming *Rom vs. Transformers: Shining Armor* miniseries, especially when those tales inform our current stories... which they do.

And final question: favorite Solstar Knight?

CR: Well, I'd be foolish not to name the comic's title character, since he's been the character I've wanted to bring back for so long. But I love Orphion's design, and cracking his tough-guy exterior just a tad in issue 10 was a lot of fun.

But we all know the real answer to this question, other than Rom, is our "masked bear" who we saw only at the end of the *Rom Annual* (and, prior, in a very tiny cameo in *Rom* #2). And we'll get to know the bear, whose real name is Nikomi, before too long, which I know will make *Rom* assistant editor David Mariotte very happy.

CG: Bear-Mask is a personal favorite of mine as well, after Rom himself. I know his name is Nikomi, but I think it should be Bear-Mask, to fit in with another favorite of mine, Q'b, who is living energy in the shape of a cube and says his name at the beginning and end of each sentence he speaks, which I think is awesome. We also caught a glimpse of a dragon Knight on the last page of the Annual and he looked pretty amazing as well.

Write in to IDW about all your favorite Hasbro titles!
Send your e-mails to letters@idwpublishing.com!